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ABSTRACT

Designed to help librarians plan a summer reading program, this activity guide presents many activities and organizational suggestions. The first section deals with publicity and public relations, while the second section covers story time activities for toddlers, preschool-kindergarten, first to third grade, fourth to sixth grade, non-graded, and program and workshop ideas for young adults. The third section presents ideas for special activities, crafts, costumes, drawing pages, films, games, puppets, and puzzles, as well as a bibliography of resource materials. The guide concludes with an evaluation questionnaire, a planning calendar, and a subject index. (MAB)

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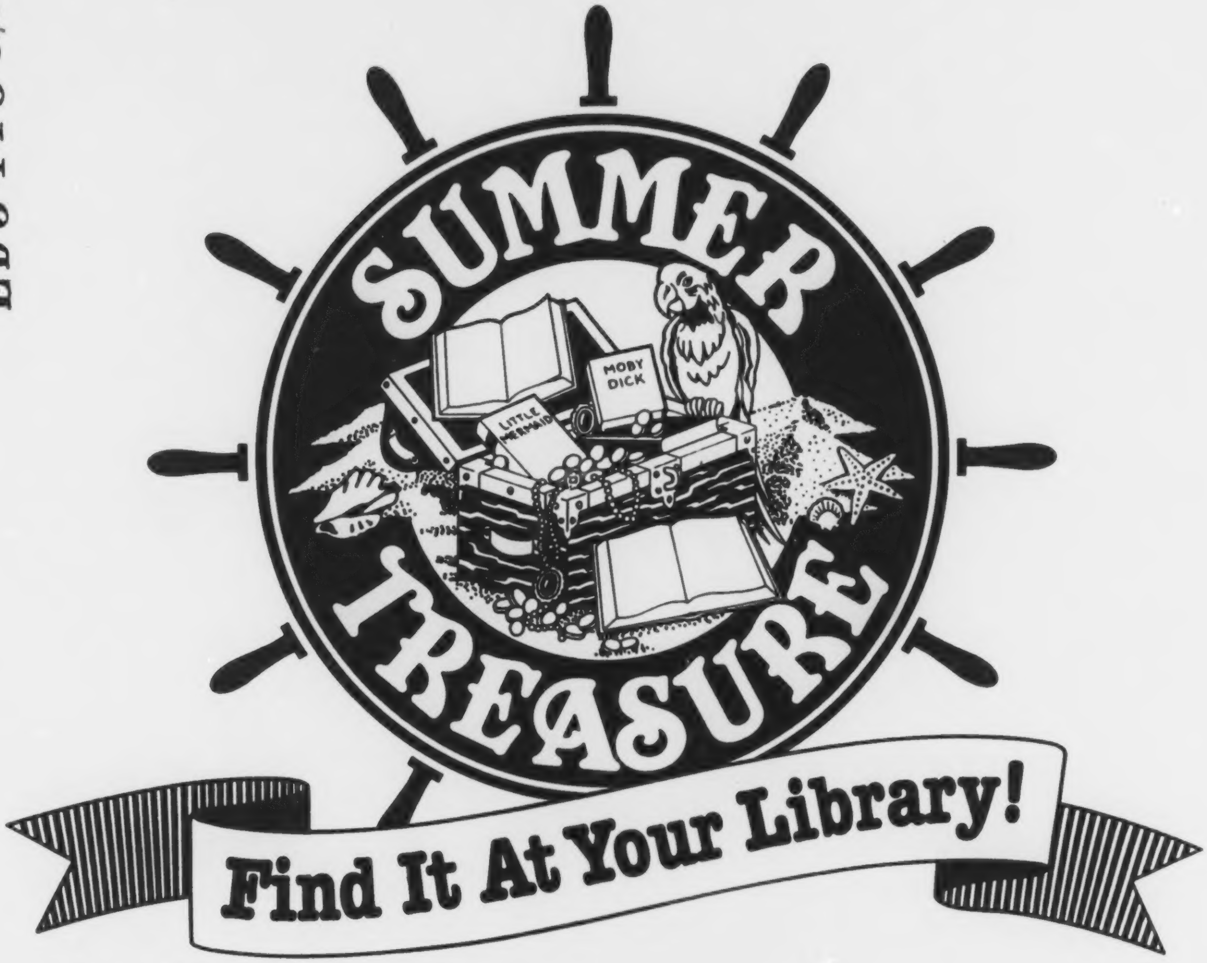

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1991

LOUISIANA SUMMER READING PROGRAM

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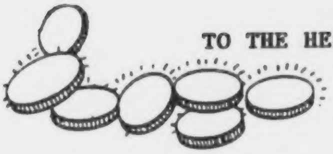
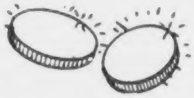


TO THE HESITATING PURCHASER

by Robert Louis Stevenson



If sailor tales to sailor tunes,
Storm and adventure, heat and cold,
If schooners, islands, and maroons,
And Buccaneers and buried Gold,
And all the old romance, retold,
Exactly in the ancient way,
Can please, as me they pleased of old,
The wiser, youngsters of today:

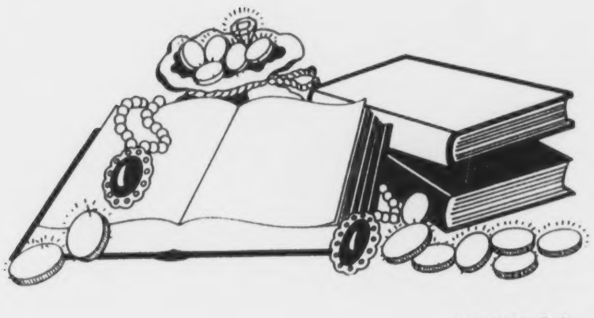
So be it, and fall on! ...

1991

LOUISIANA SUMMER READING PROGRAM MANUAL

"SUMMER TREASURE: FIND IT AT YOUR LIBRARY"

Judy Boyce, editor



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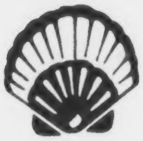

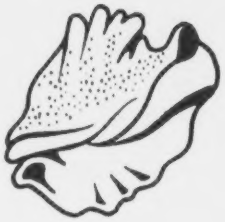

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ACKNOWLEDGEMENT

This year marks the Louisiana Summer Reading Program's eighth year. The program is a success and has been since its inception in 1984, winning that year and again in 1988 American Library Association John Cotton Dana Awards.

The program has grown in several ways since its beginning in 1984--in the number of Louisiana libraries participating, the number of individuals contributing to the program's success, the value of the manual which represents not just quantity, but quality, vision and creativity, the expansion of the program to include artistic performances relating to the program's theme, and, most importantly, in the number of children participating.

Each year's planning committee does the impossible; it meets the challenge of matching and enriching the past year's experience. Special thanks go to the 1991 Louisiana Summer Reading Program Planning Committee for meeting the challenge again this year. Their efforts are noted and appreciated.

Special recognition this year goes to two individuals whose contributions to the Louisiana Summer Reading Program are especially noteworthy--Ben Brady, former Associate State Librarian, and Judy Boyce, former Library Consultant. Both have left the State Library to pursue other challenges. Their contributions here have been significant. Ben initially implemented the program, set high standards for it, and remained personally involved in its development. In 1987 he appointed Judy as advisor and she expanded and enriched the program to its current level of excellence. To both of them, thank you for your contributions and achievements and best wishes in your new endeavors.

Thomas F. Jaques
State Librarian

1991 LOUISIANA SUMMER READING PROGRAM PLANNING COMMITTEE

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Judy Boyce, Advisor
State Library

ABOUT THE ARTIST

Thomas L. Ervin, Jr. is the artist responsible for illustrating the 1991 Summer Reading Program theme, "Summer Treasure: Find It At Your Library." Tom, a native of Murfreesboro, Tennessee, and now a Baton Rouge resident, became interested in graphic art in high school. He credits the education he received from the talented people for who and with whom he worked for the refinement of his creativity and the high caliber art work he now produces. Tom is presently employed as graphic design artist for Jimmy Swaggart Ministries in Baton Rouge, and previously worked for Thomas Nelson Publishers in Nashville, and Bible Pathway Ministries in Murfreesboro.

DECORATING IDEAS AND BULLETIN BOARD DESIGNS

The 1991 Louisiana Summer Reading Program Planning Committee acknowledges once again the talent of Chris Menard, staff artist for the Lafayette Public Library. For the fourth year now, Chris has produced the section of the manual on decorations and bulletin board designs complementing the summer reading program theme. The committee appreciates her exceptional talent and is grateful to her for her generosity.

KIDSTUFF

The State Library of Louisiana and the 1991 Louisiana Summer Reading Program Planning Committee gratefully acknowledge the contribution of Kidstuff periodical in permitting generous reprinting rights. The materials reprinted from Kidstuff greatly enhance the Summer Treasure reading program.

PUBLICITY

Publicity and Promotion

Promoting your programs is just as important as planning them. A carefully planned program that no one knows about doesn't do anyone any good. Think about how members of your community find out about what is going on, and use every one of those methods. Here are some suggestions, but you may be able to come up with a lot more.

GETTING THE INFORMATION OUT

PRESS RELEASES

Press releases, of course, are an important part of any publicity campaign. In addition to your area's daily or weekly newspaper, remember any free shoppers' guides such as "The World" in central Vermont. Write a general announcement before the summer begins, and follow up with articles about specific programs or events throughout the summer. Here are a few pointers for press releases:

- Send announcements about two weeks in advance of the events.
- Type and double space the article. Leave wide margins.
- At the top put a release date, your library, a contact person and telephone number.
- Stick to the reporter's basic rule of thumb: who, what, when, where, why and how. Don't write in flowery language and don't put in a lot of extras.
- Write the article for someone who has just moved to town and has never heard of your library. In other words, don't assume your reader knows anything about the library. Even though you may have given the hours and location of your library hundreds of times, give them again.
- Be sure to give the basic facts in the first paragraph of the article since many people stop reading there.
- Put the number -30- at the bottom to show the article has ended.
- Make a copy of the article for your files.

Here are some sample press releases for you to adapt:

With thanks to the Vermont Summer Reading Program Manual 1989.

PHOTOS

Whenever possible, include a photograph with your press release. Photos are always more eye catching than just text, and editors love them because photos of local people (especially kids) sell papers! Send clear black and white (not Polaroid) pictures. Possible photo opportunities:

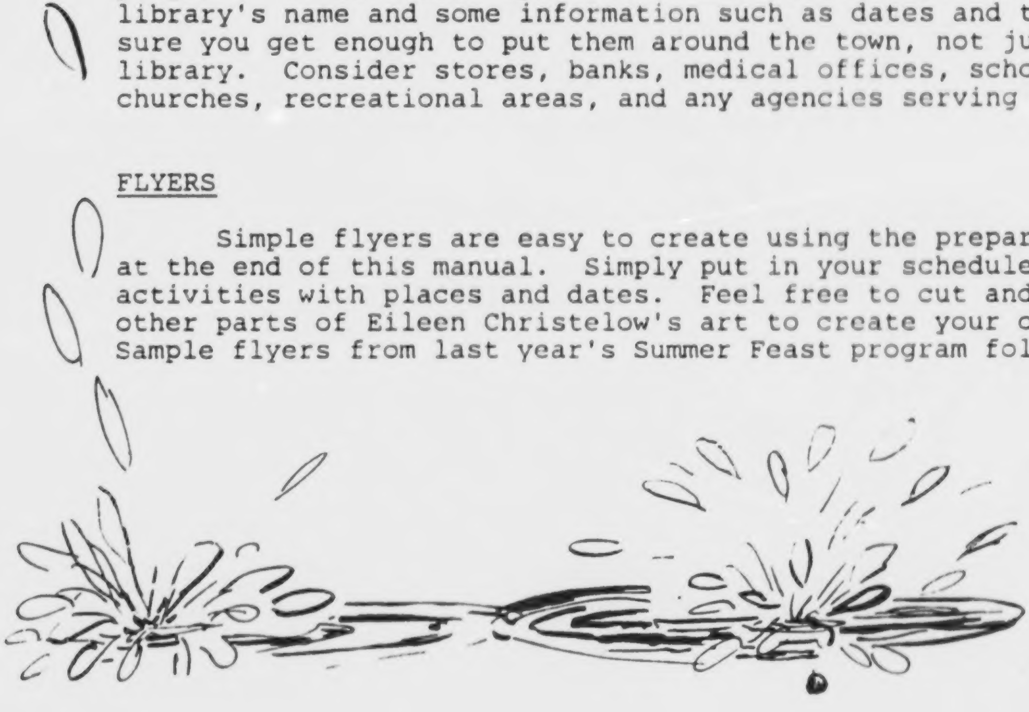
- Library staff dressed as pirates, fishermen or in their bathing suits.
- Decorations showing a beach scene, a fishing pond or maybe a desert island.
- Children fishing, swimming, diving or splashing.
- Speakers or performers whose program is on the water theme.
- Displays of shells, novelty soaps or model ships.
- Arts and crafts activities at the library.
- Children reading books about frogs, boats or fishing.
- Splash Bashes, Pirate Picnics, Pool Parties and all kinds of end-of-summer programs.

POSTERS

You can order posters from us to publicize your own summer program. We have left space near the bottom to put in your library's name and some information such as dates and times. Be sure you get enough to put them around the town, not just in your library. Consider stores, banks, medical offices, schools, churches, recreational areas, and any agencies serving children.

FLYERS

Simple flyers are easy to create using the prepared border at the end of this manual. Simply put in your schedule of activities with places and dates. Feel free to cut and paste other parts of Eileen Christelow's art to create your own flyer. Sample flyers from last year's Summer Feast program follow.



With thanks to the Vermont Summer Reading Program Manual 1989.

How to Run Your Reading Program

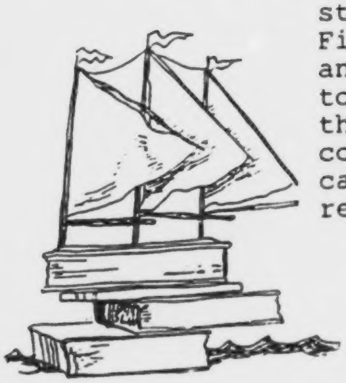
There are many ways to run a summer reading program, but whichever you choose, do remember that the object is to encourage the enjoyment of reading. Do not set up so many rules and regulations that you turn off potential readers, or that you make your own summer unbearable!

The method that we think works the best is one that has the child, not the librarian, determine how many books she/he will read during the summer. Each child sets her/his personal goal, and signs a contract with the librarian at the beginning of the program. She/he keeps his or her own reading record and does not have to do a formal report on the books read.

If you feel you must set a minimum number of books to be read, do choose a low one based on your own community and the number of weeks the program is to run. Underplay the competitive element of the program by inviting everyone who has read even one book to the final party. Also, never give prizes for the most books read. If you want to talk about numbers of books read, don't single out individuals; tell the total number the entire group has read. For further information on competitive vs. noncompetitive programs consult Creative Summer Programming.

Think of different splashy ways to sign up reading program members and record their progress. Here are a few:

- Place children's names on life preservers or sailboats to hang from the ceiling once they join the club.
- Use fishnets to decorate ceilings and walls - some stores carry the nets in a variety of colors. Fish, starfish, sea horses, crepe-paper seaweed, and other aquatic or nautical decorations can be tossed into the net. Also, have children put their names and the names of books they read on construction-paper fish they cut out. The fish can be tossed into the nets to show how many readers have been "caught."



With thanks to the Vermont Summer Reading Program Manual 1989.

- Create a giant aquatic mural. For each library visit or for each book read during the summer, let children add a life preserver to the mural. For life preservers, use small hole reinforcers available from office supply stores. Children can use markers or crayons to add pizzazz to the preservers.
- Create an underwater mural, and for each book read, have kids add a cut-out of a fish, coral, seaweed, marine animals, etc.
- Put a child's wading pool in the center of the floor. Add a fish cut-out for each child who joins the club, or for every book read.
- Make a giant Ark and let children add pictures of animals as they read books.

PUBLICITY

Timely, well planned, and executed publicity is a primary factor in the success of your summer reading program and other library related activities. Like any other business or cultural enterprise, libraries must advertise and market their programs, services, and collections in order to generate community interest, participation, and support. There are a variety of formats and media you can use to promote your programs: posters, flyers, and bookmarks; library staff presentations to schools, community agencies, and groups; newspaper articles, radio and television announcements. Successful publicity is more that than promoting services and programs from within the library - we need to "spread the word" to those segments of the community which seldom or never attend our programs or use our services.

SCHOOL VISITS

School visits offer us the best opportunity to reach large numbers of children. They provide a good environment in which to stage promotional skits and activities to introduce children to the summer reading program and related library activities. School visits can be done by library staff, Friends of the Library or library volunteers. Public, private, and parochial schools should be visited. As with good storytime programs, school visits should be carefully planned, designed for the appropriate age groups, rehearsed, and evaluated.

During your school presentations, whether to individual classrooms or assembly programs, the children should receive summer reading program bookmarks or flyers. Promotional posters should also be displayed at the schools to further publicize the summer reading program. Make sure that all the publicity materials include the dates, times, and locations of library programs and activities.

To arrange for the school visits, send a letter describing the summer reading program to school principals and librarians - preferably the later. Include a returnable questionnaire (sample follows) to determine whether or not you are welcome to visit and make presentations or if the school prefers to handle the distribution of summer reading program publicity materials. When possible make appointments with the schools to visit individual classrooms or grade level assemblies in the school libraries or cafeterias rather than a general school assembly. Summer reading program presentations to smaller groups tend to be more effective than those to general school assemblies or announcements made over school public address systems.

During the school visits, let the "ham" in you come out. To get the children's attention, make your presentation dressed as a pirate. Use your creativeness to encourage the children's eagerness to participate in the library's summer reading program and other activities. To maintain their interest you might take along some props - a small box decorated as a treasure chest bulging with jewels and maybe a book or two. Ask the students to help decorate the library by drawing pictures of or writing short essays about their visions of Summer Treasure! You might also ask them to design Summer Treasure bookmarks. If you feel that too many items will be received to display, have a contest and display the winning entries. The bookmarks could be photocopied and distributed throughout the summer.

If the schools or PTAs in your community have newsletters, ask for permission to include publicity about the summer reading program.

SAMPLE LETTER

Dear (Principal/Librarian):

Summer vacation is rapidly approaching and we know that the students are looking forward to it. Vacation is great, but it does often mean that children are not encouraged to read until school resumes.

Your ____________________ Public Library, through its Summer Reading Program, encourages reading during the summer months. The reading program offers children the opportunity to practice reading and library skills, and to become familiar with public library services. The theme for this summer's program is SUMMER TREASURE ... FIND IT AT YOUR LIBRARY. We extend an invitation to your students to join us for this exciting and fun filled project.

If you would like, library representatives will be happy to talk to you, the teachers, and the students about the program. Teachers are welcome to send up copies of any special reading lists in order that books may be made easily available. The enclosed flyer regarding the later may be posted in the teacher's lounge.

Publicity materials announcing dates and other information concerning the 1991 Summer Reading Program will be available (Date). Please indicate your needs on the enclosed sheet and return it to me by (Date).

Thank you for your support.

Sincerely,

(Name), (Title)

Encl.

SAMPLE LETTER TO DAY CARE ADMINISTRATORS
(SUMMER DAY CAMP, ETC.)

Dear Administrator:

Summer will soon be here. You may be searching for free community activities which will offer your children good entertainment and educational opportunities. We can help. The ____________________ Library is offering a series of preschool and grade school storytimes in conjunction with the Louisiana Summer Reading Program. The theme for this year's program is "Summer Treasure ... Find It At Your Library." During the weekly storytimes the children will listen to stories and poetry, learn finger plays, see puppet shows and films, sing songs, play games, and make arts and crafts that compliment the Summer Reading Program theme. Children who register for the storytime programs will be invited to participate in the library's end-of-the-program party on ____________________.

Attending storytime stimulates the child's development of good language and listening skills so important to later school success and encourages positive group interaction and sharing.

The storytime program is available at the following locations and times:

On behalf of the library staff, I would like to invite your children to participate in our Summer Reading Program storytimes and related program activities. **Please do call to make arrangements for your group visits. This will help us to better plan for serving your children as well as to assure you that we will be able to accommodate your group visit.** For further information and/or to arrange group visits, please call your nearest branch library or ____________________.

Thank you for your interest and support of the library and its activities.

Sincerely,

NEWS RELEASE

DATE:

SUBJECT: 1991 LOUISIANA SUMMER READING PROGRAM

RELEASE DATE:

FOR FURTHER INFORMATION CONTACT: Name of Librarian
Library
Address
Phone Number

SUMMER READING PROGRAM SET AT THE LIBRARY

The 1991 Louisiana Summer Reading Program kicks off the week of ___date________ at the __Library's name____ Library, featuring the theme "Summer Treasure." Sponsored by the State Library of Louisiana, the reading program is now in its eighth year, and is designed to encourage children to enjoy reading during the summer. Children are invited to visit their library during this week or anytime during the summer, and join the program. After they meet certain reading requirements, the children will receive a reading certificate and other incentives.

Special activities and programs centered around pirates, the sea, and treasures will correlate with the theme and provide fun and excitement for the young library patrons. For further information on the program and other events for children going on at the library, call_phone #_________.

END

NEWS RELEASE

DATE:

SUBJECT: 1991 Louisiana Summer Reading Program

RELEASE DATE:

FOR FURTHER INFORMATION CONTACT: Name of Librarian
Library
Address
Phone Number

SUMMER READING PROGRAM

Children looking for treasure this summer can sail on into their own parish library and discover wealth untold on its bookshelves, as libraries across the state offer the 1991 Summer Reading Program, "Summer Treasure." Sponsored by the State Library of Louisiana, the reading program is designed to encourage children's enjoyment of reading books throughout the summer.

The ____Library's name____ Library invites children in this area to participate by joining the reading program. Children who meet certain reading requirements will receive reading certificates and incentives. Programs, activities and decorations centered around pirates, the sea, and treasure will provide fun and excitement for the young library patron. Programs coming up this summer at the ____Name of the Library____ Library include: List programs

Registration for the reading program begins ____date____.

For further information call ____phone #____.

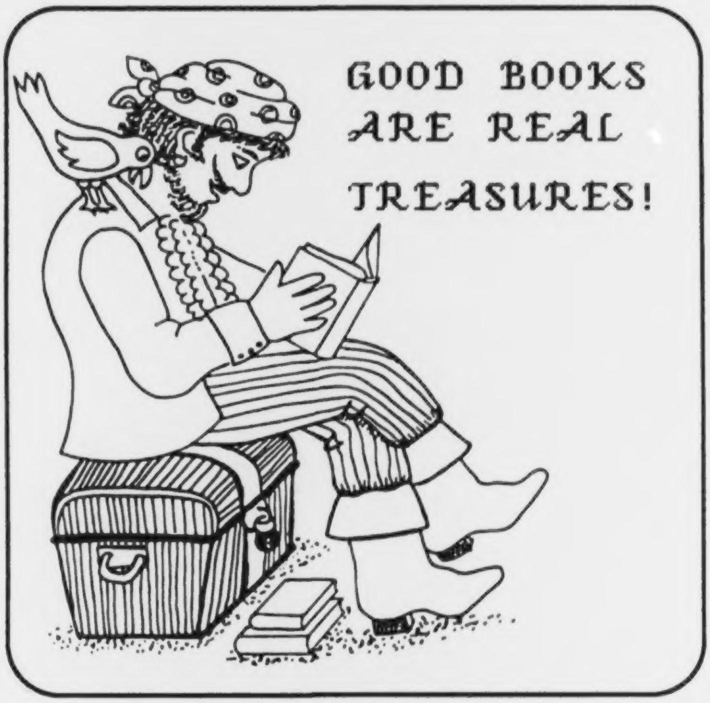
END

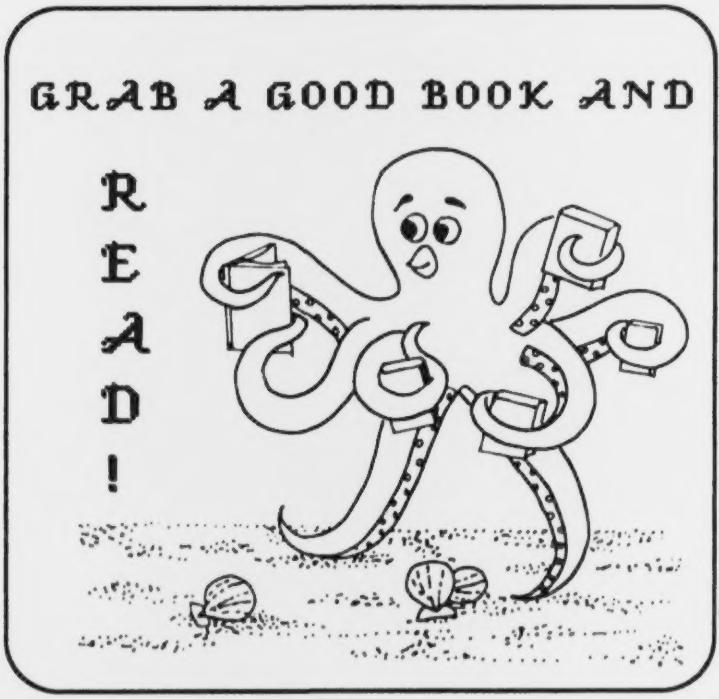
PSA #1

Ahoy mates! Find your treasure at the ____Library's name____ Library during its exciting Summer Reading Program, "Summer Treasure." Read a certain number of books this summer and receive a certificate and other awards. Programs and activities on pirates, the sea, and treasures will be going on all summer long. So sail on down to your library and sign up now! For further information contact the ____Library name____ at __phone #____.

PSA #2

Children will be greeted by pirates and fabulous sea creatures when they pay a visit to the ____Library's name____ Library this summer and sign up for the Summer Reading Program, "Summer Treasure." Throughout the summer,children may earn incentives and receive a certificate by reading a certain number of books. The Library is also offering storytimes, activities, contests, crafts, and movies, many of which will be based on the sea and treasures. Don't miss out on the fun! Call the __Library's name__Library at __phone #__ for further information.


GOOD BOOKS
ARE REAL
TREASURES!


GRAB A GOOD BOOK AND
READ!

Ⓒ 1990
CHRIS
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14

DIVE
INTO
A
GOOD
BOOK!

TAKE A
BREAK-
READ!

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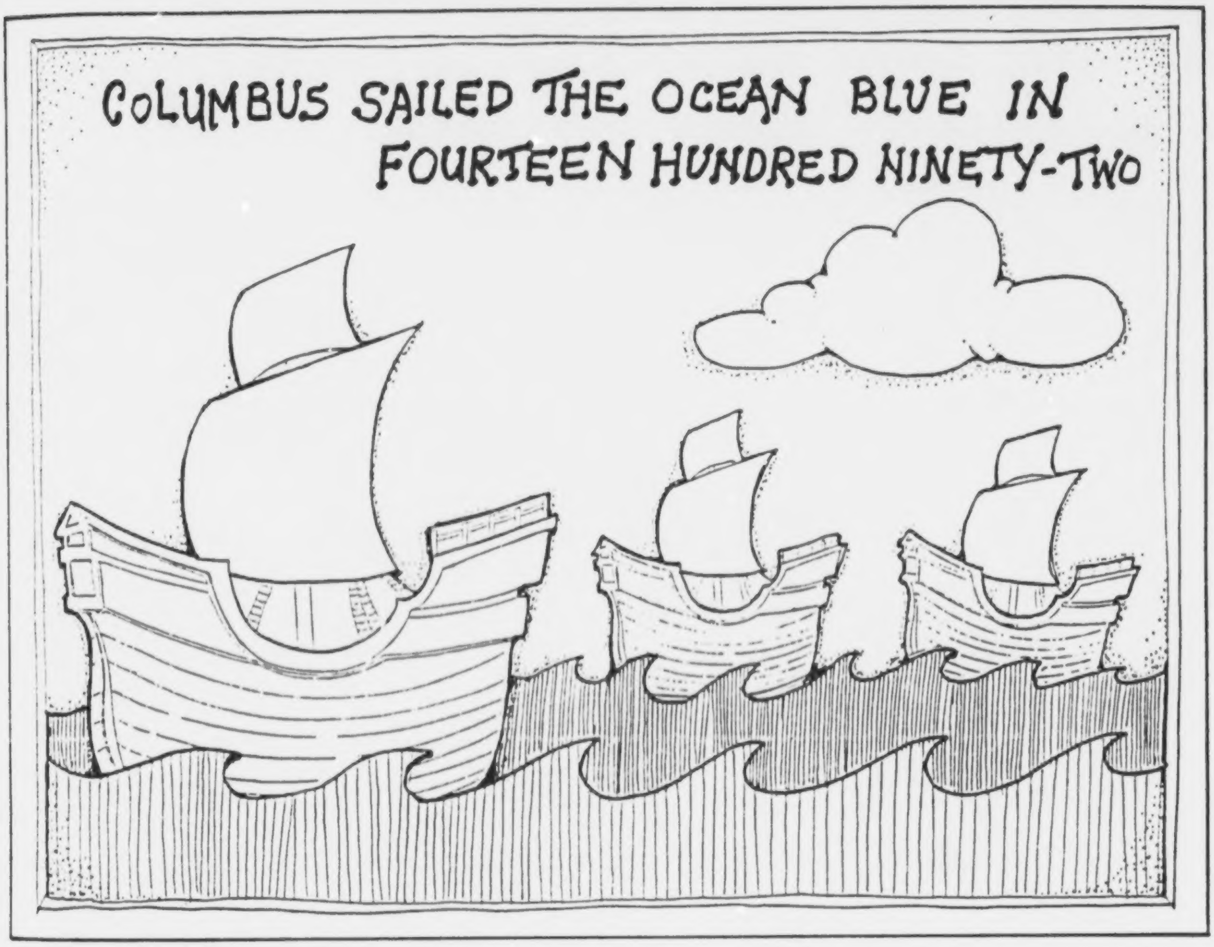
COLUMBUS SAILED THE OCEAN BLUE IN
FOURTEEN HUNDRED NINETY-TWO

CONSTRUCTION AND USE

- Make the water from two shades of blue paper or ask students to color it using chalk, crayons or tempera paint. Cut the ships from black or brown paper and the sails from white.
- Ask students to use reference books to find out more about the voyage of Columbus (or tell the story to younger children). Then have students write facts about the journey on sentence strips to be added to the board and label the ships with the correct names.

ADDITIONAL BULLETIN BOARDS

SET SAIL FOR GOOD CITIZENSHIP
SET SAIL FOR GOOD SPORTSMANSHIP
SAIL INTO FRIENDSHIP

Use any of the captions listed above. Reproduce a copy of the ship for each student. Ask students to list on the sail actions that they think will contribute to the desired trait. Display on the board.

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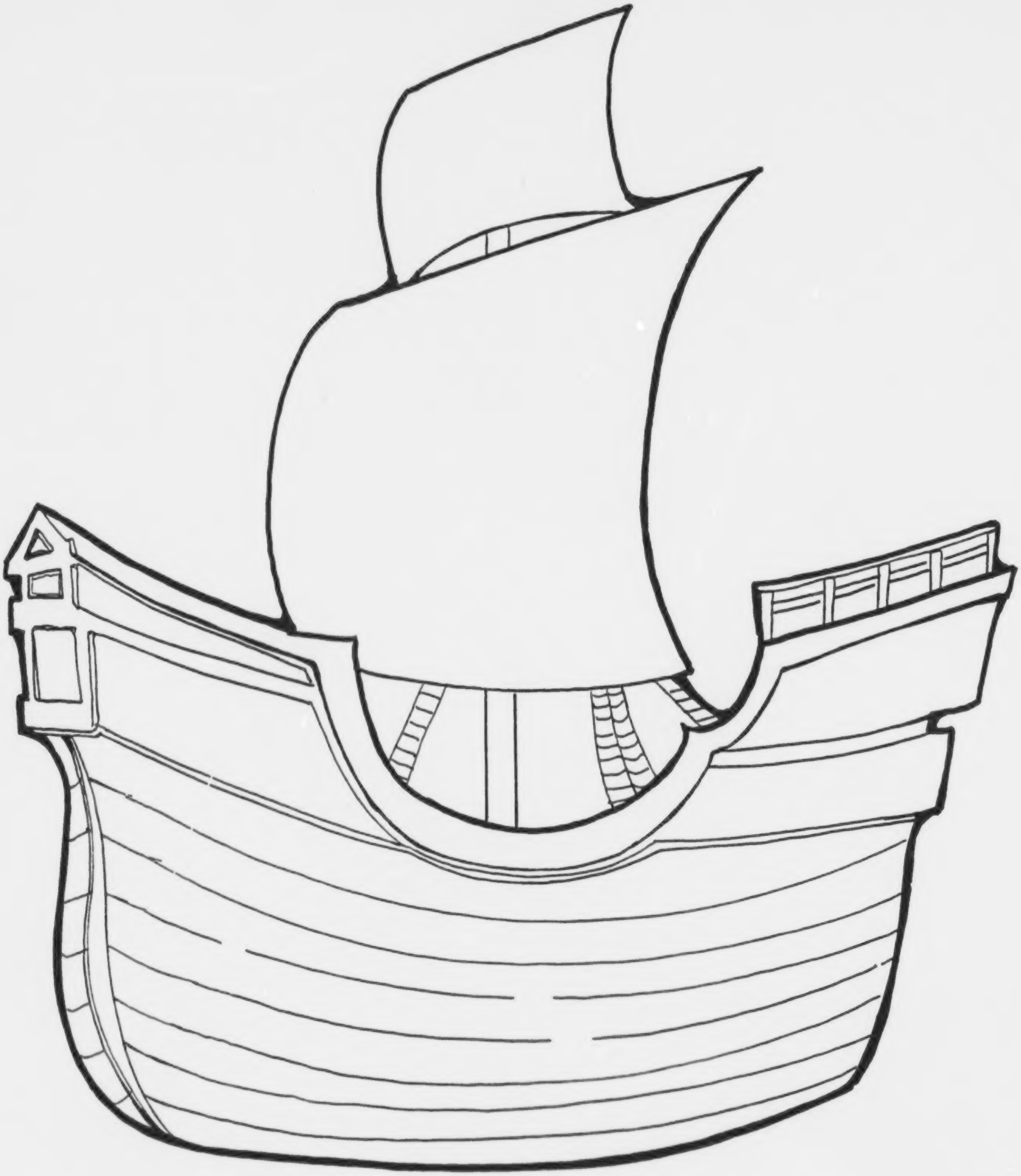

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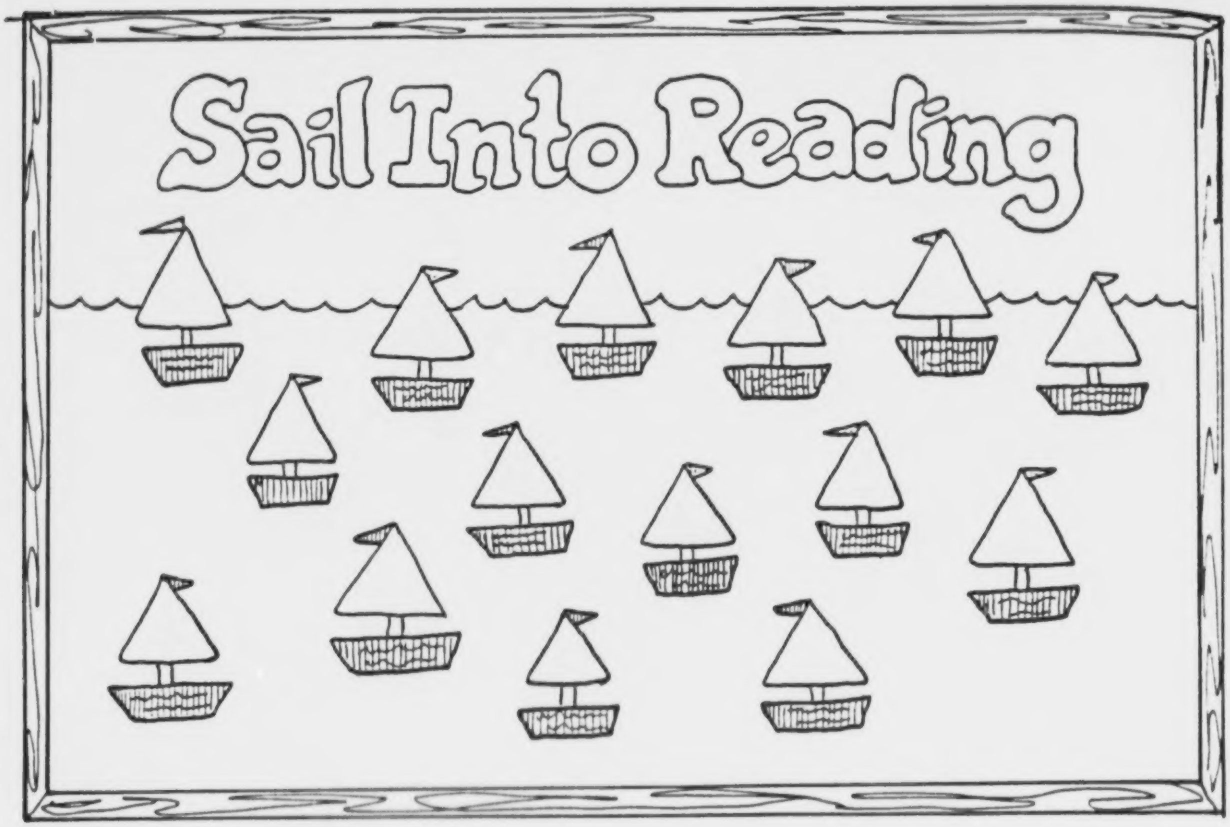

SUGGESTED MATERIALS

- white background
- blue water
- red letters

CONSTRUCTION

Provide students with a sailboat pattern. Ask them to decorate the boat and write on it the name of a favorite book.

ADDITIONAL CAPTIONS

TRIM YOUR SAILS WITH BOOKS
BOATING BOOKS
SAIL AWAY WITH SUSPENSE STORIES (Enlarge sailboat pattern and use only 3 or 4 along with several suspense story book jackets.)
SET SAIL WITH GOOD BOOKS
SAILOR'S CHOICE

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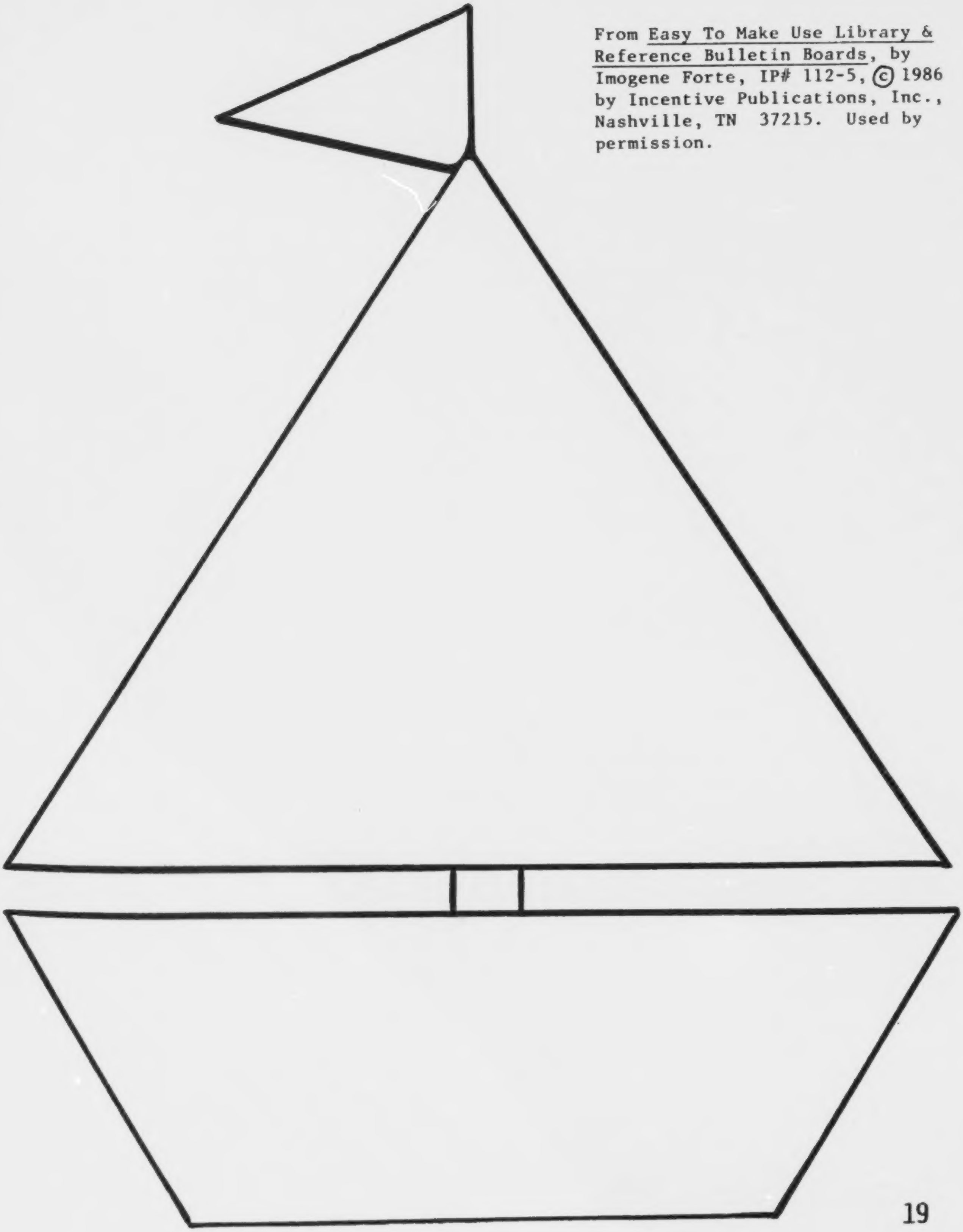

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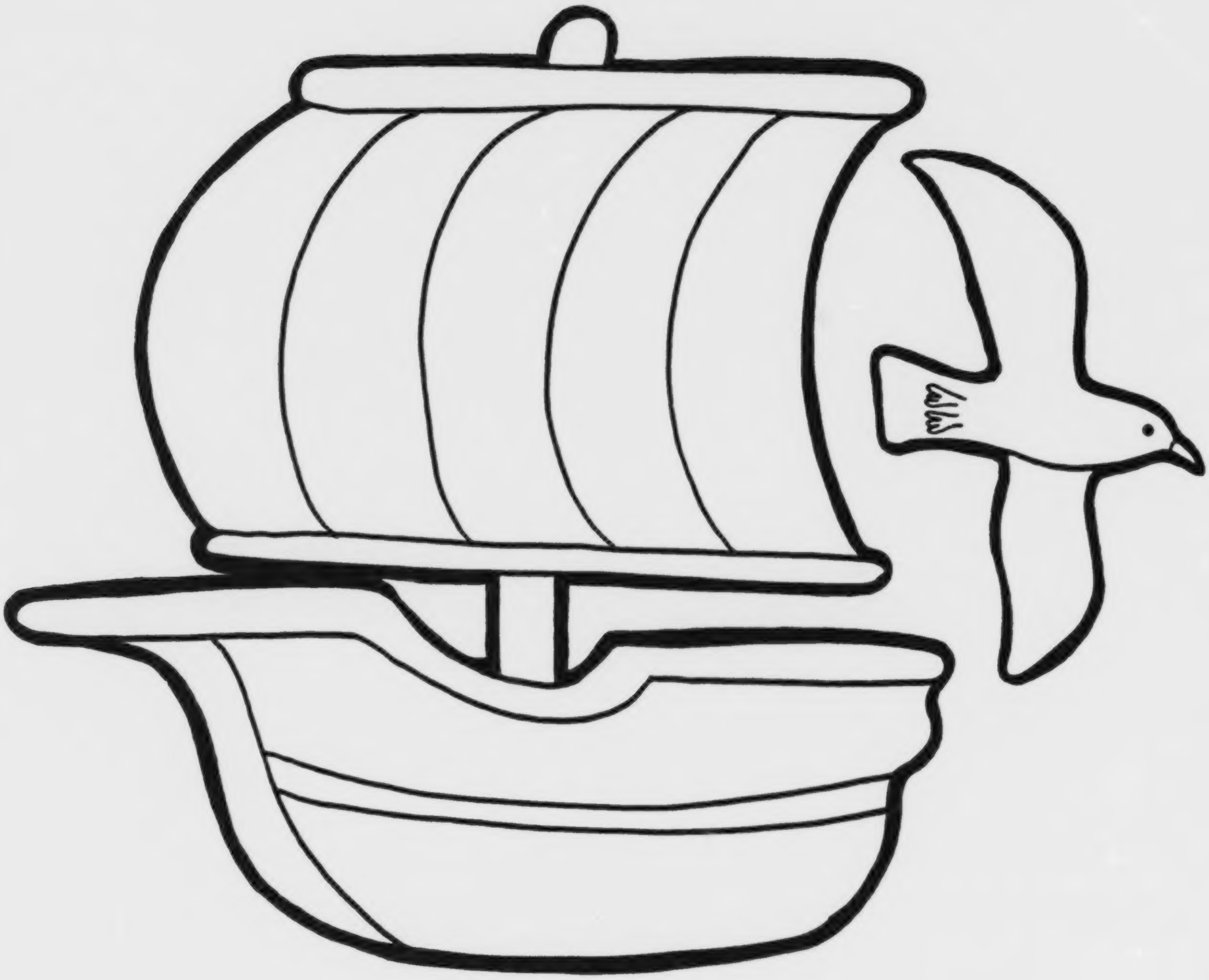
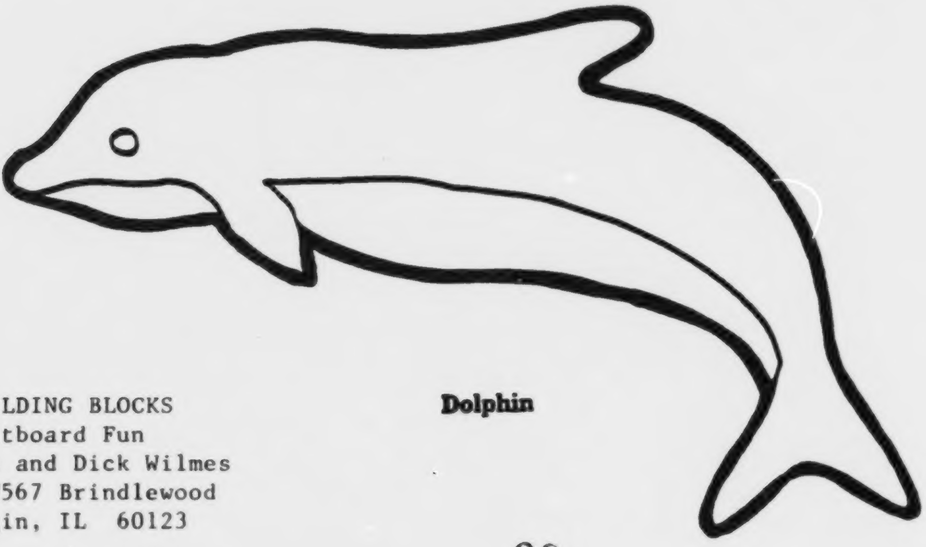
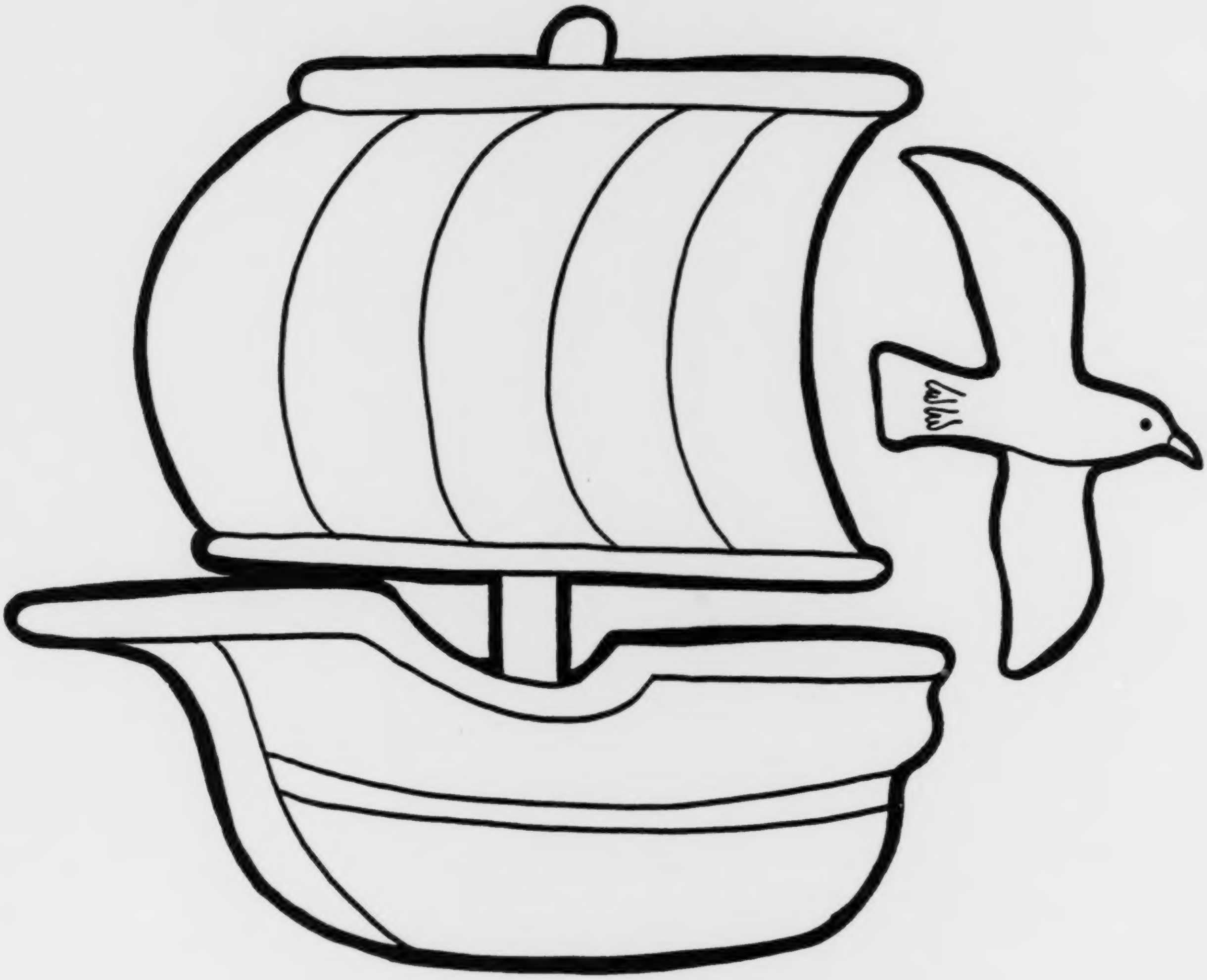
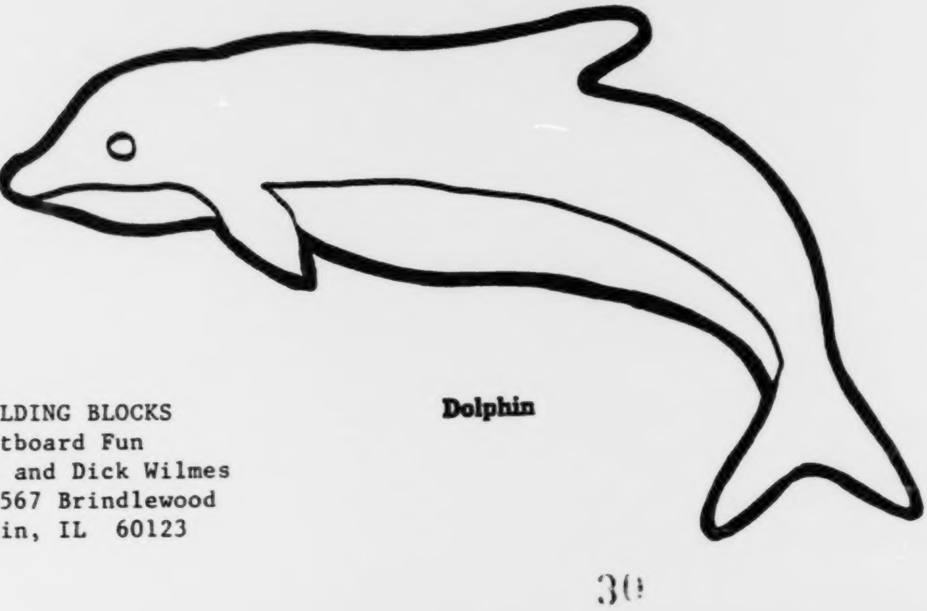




Dolphin





Dolphin

BUILDING BLOCKS
Feltboard Fun
Liz and Dick Wilmes
38W567 Brindlewood
Elgin, IL 60123

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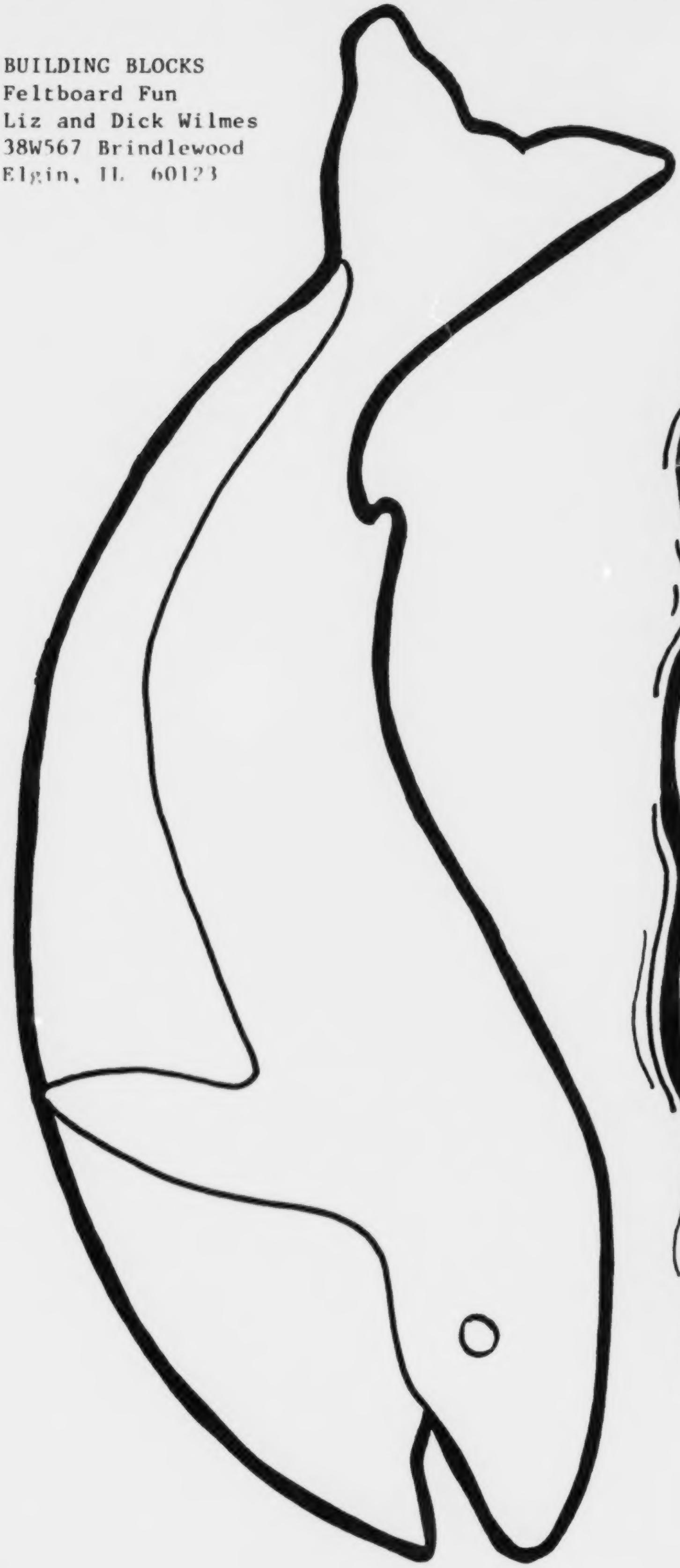

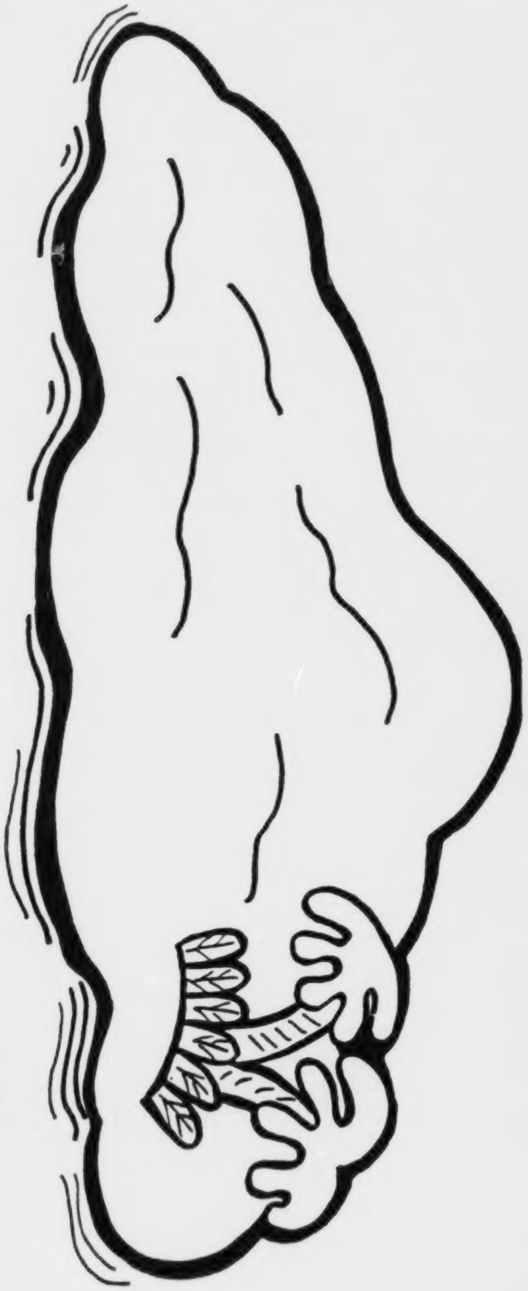

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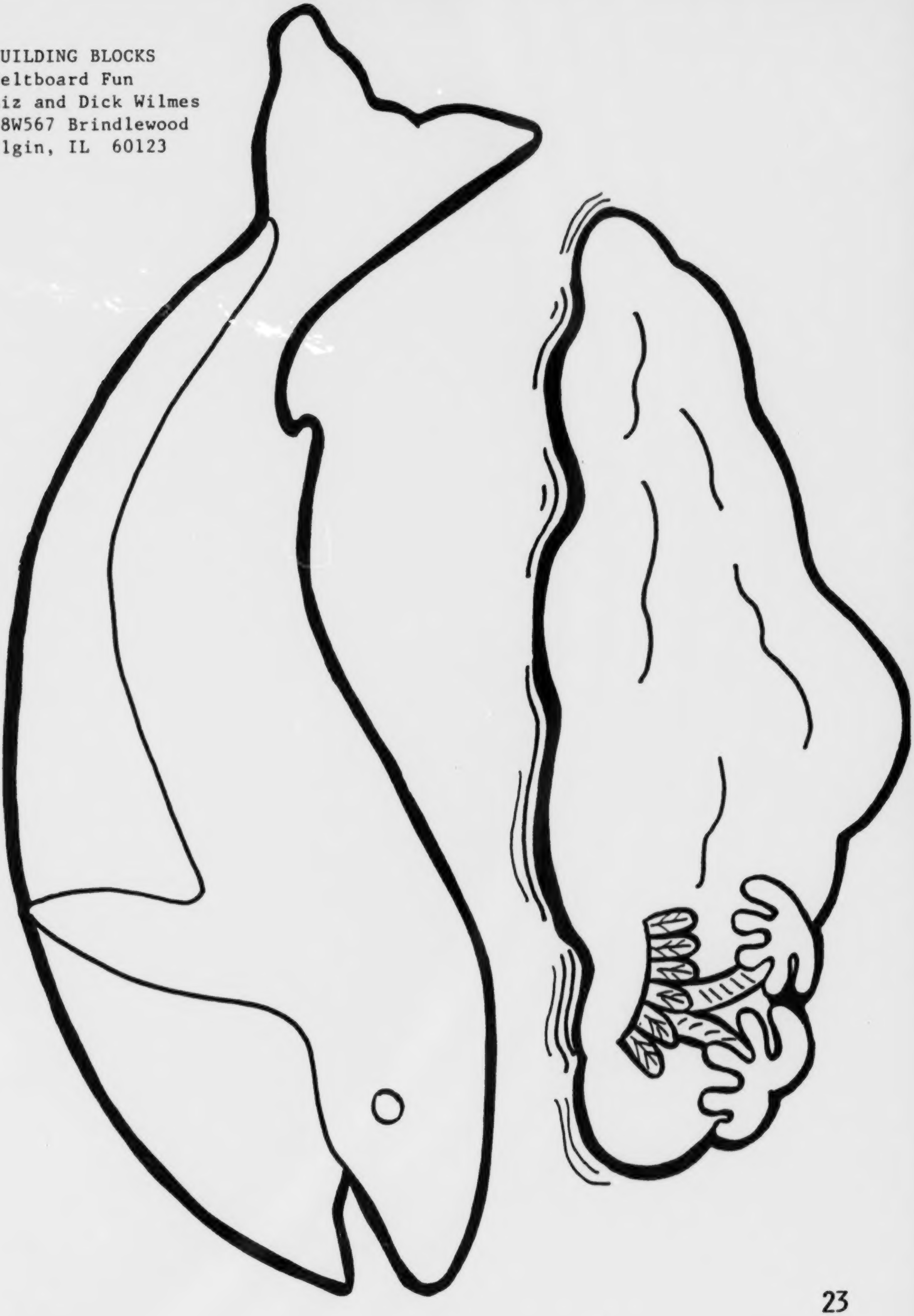

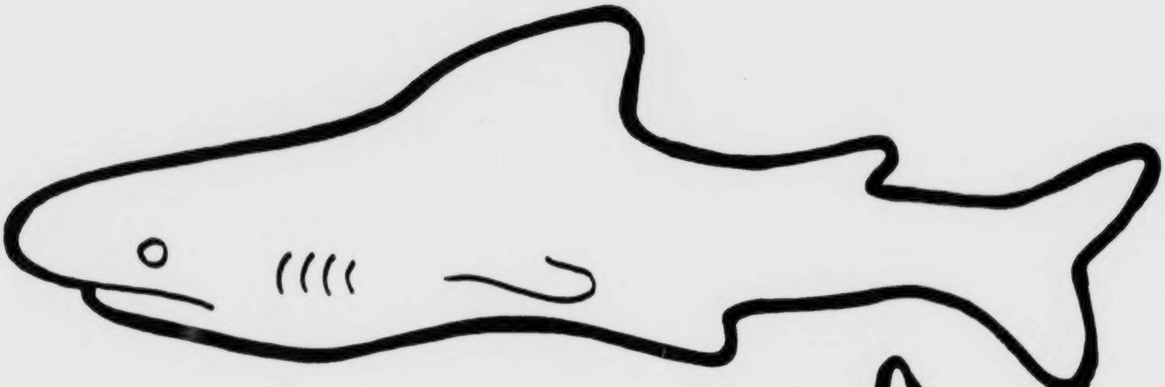

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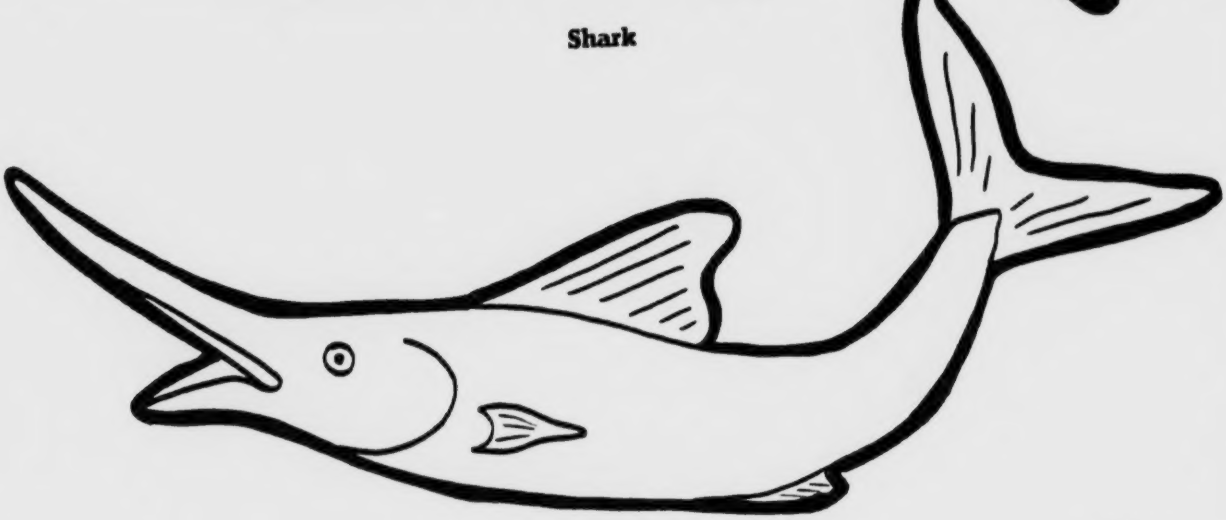
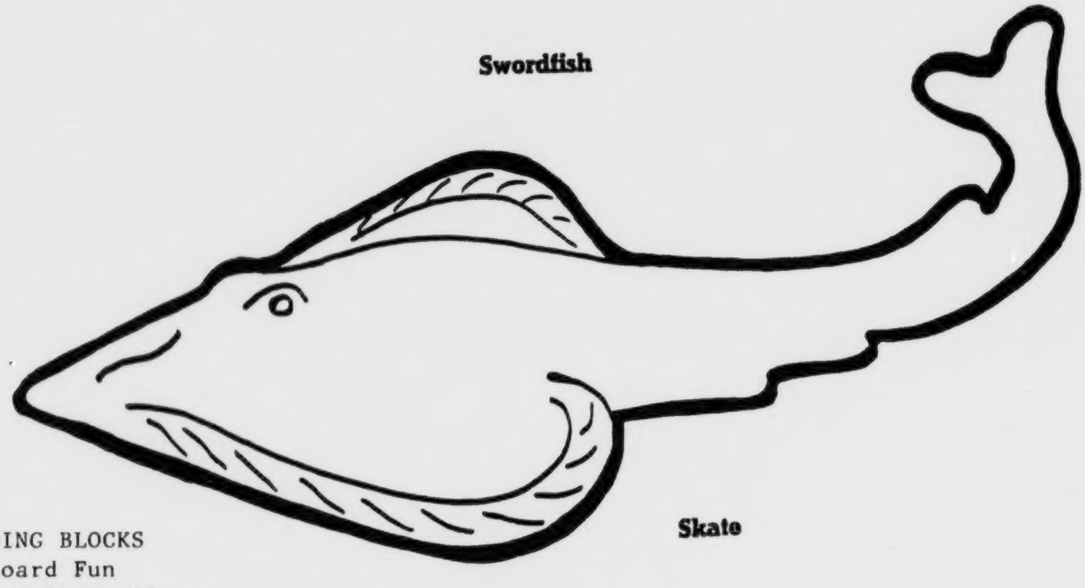
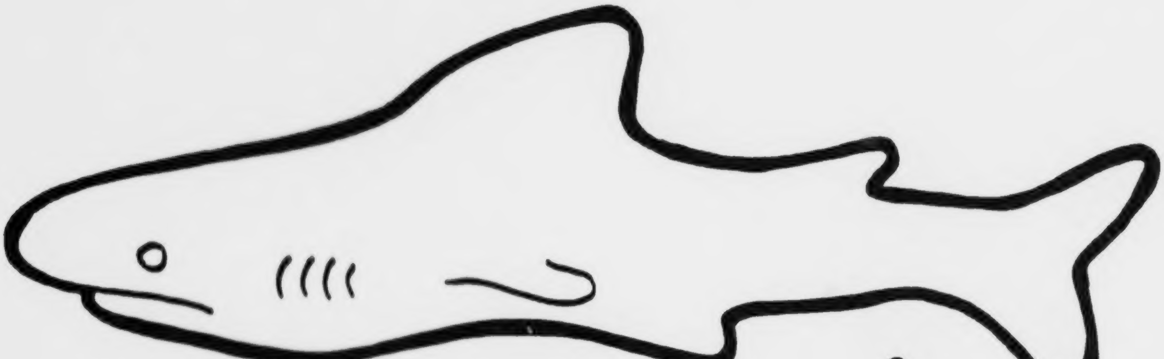


Swordfish



Skate



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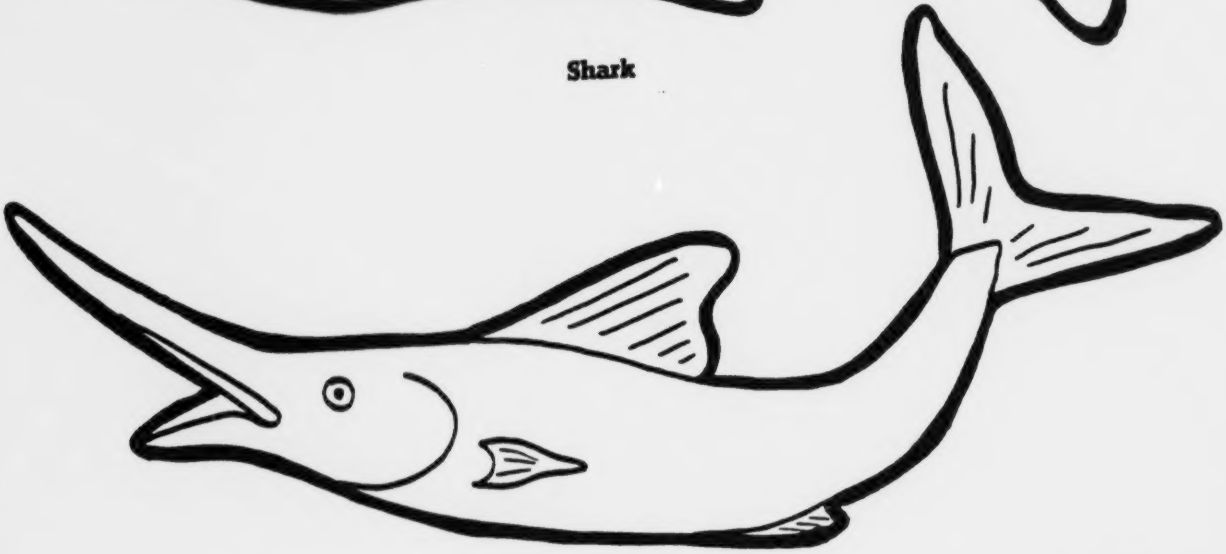

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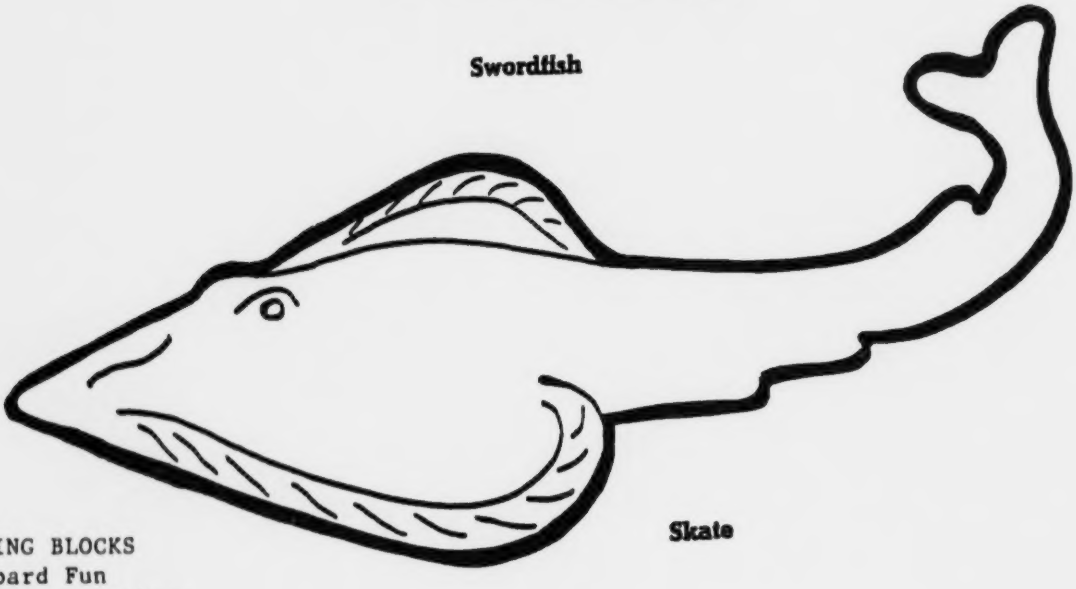

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DECORATION IDEAS

- Bring a canoe or inflatable boat into the library and see how many children can fit into it. Fill it with books and use it as a reading area, or fill it with inflatable beach toys and life jackets, creating a place where children may sit and read.

- Choose one large wall of the children's department for a mural. Prepare cutout pieces such as waves, ducks, seaweed, and shells. When children go to the library for programs or to select books, allow them to add a piece to the mural. By the end of the summer you will have a complete mural.

- Display books from the bibliographies in this manual, plus ones on water sports, marine animals, oceans, etc.

- Hang up travel posters featuring beaches, ships and oceans.

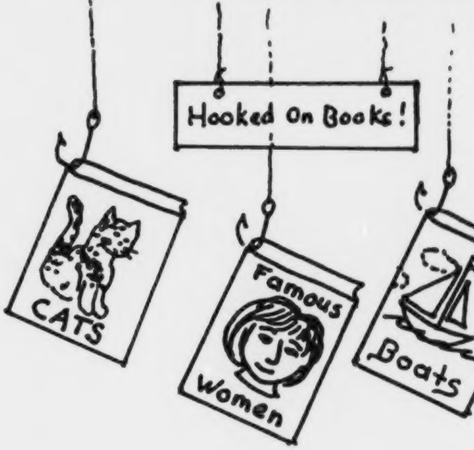
- Dress up a dummy or stuffed Halloween-type person as a pirate, mermaid or sea captain.

BULLETIN BOARD IDEAS

- On a blue tissue-paper background, feature several different kinds of ships. Write titles of books on white clouds above the ships.

With thanks to the Vermont Summer Reading Program Manual 1989.

DECORATION IDEAS



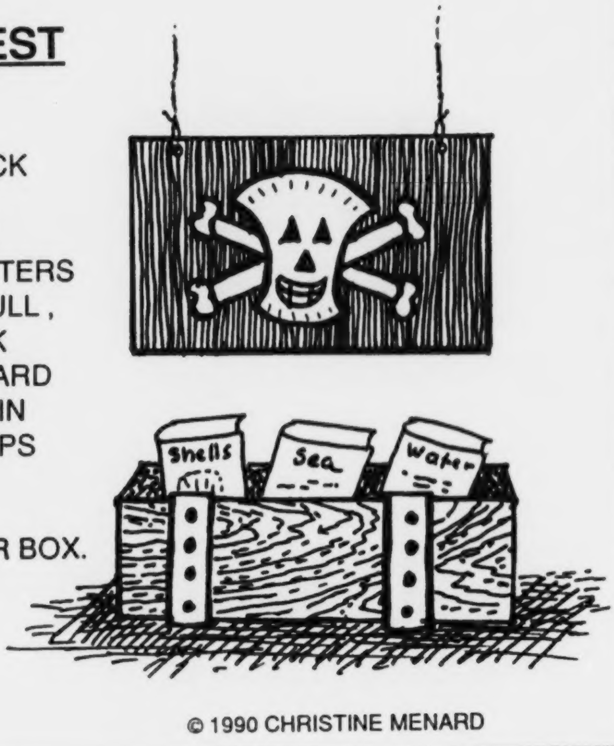
HOOKED ON BOOKS

CUT AND GLUE FOAM BOARD TO THE INSIDE OF COLORFUL BOOK JACKETS. TAPE THE TOP OF THE SPINE WITH SEVERAL PIECES OF CLEAR TAPE TO REINFORCE. CAREFULLY PASS A LARGE FISHING HOOK THROUGH THE TAPE ON THE SPINE.

THREAD HOOK WITH CLEAR WIRE. HANG UP HIGH SO KIDS WILL NOT INJURE SELVES ON SHARP HOOKS. MAKE A SIGN AND HOOK UP ALSO.

PIRATES READING CHEST

CUT A RECTANGLE OUT OF BLACK PAPER. CUT A SKULL OUT OF A WHITE PAPER PLATE. DRAW ON FEATURES. CUT BONES AND LETTERS OUT OF WHITE PAPER. GLUE SKULL , LETTERS AND BONES ON BLACK RECTANGLE. COVER A CARDBOARD BOX WITH IMITATION WOOD GRAIN CON -TACT ® PAPER. GLUE STRIPS OF ALUMINUM FOIL ON BOX TO IMITATE METAL STRIPS. PLACE BOOKS IN BOX. HANG FLAG OVER BOX.



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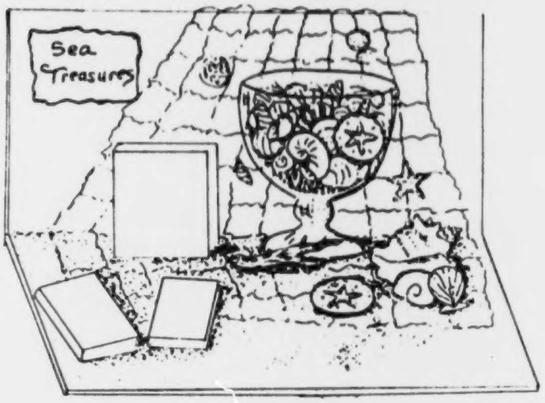
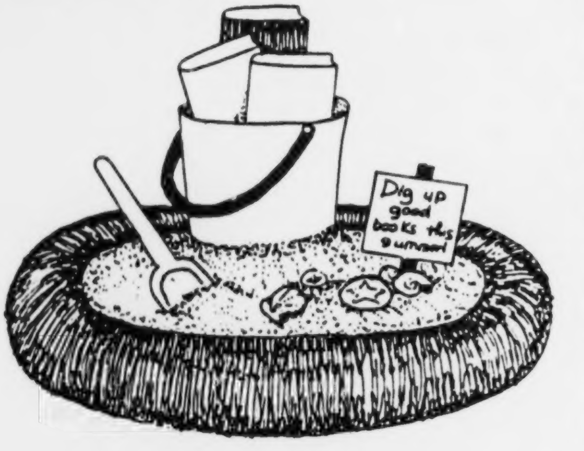
SEA TREASURES !



ATTACH A MAT BOARD TO A TABLE. DRAPE A NET OVER THE BOARD AND ON TO THE TABLE. FASTEN THE NET TO THE BACK OF THE MAT BOARD. TIE LIGHTWEIGHT SHELLS TO THE NET. PLACE COLORFUL SHELLS IN A CLEAR VASE. SPRINKLE SAND ON THE TABLE. PLACE DRIFTWOOD AND SHELLS AROUND THE VASE. ARRANGE SEVERAL BOOKS ON THE TABLE AS SHOWN. CUT A BROWN PAPER BAG ANDTHEN TEAR ALL AROUND EDGES. PRINT "SEA TREASURES" ON IT. CRUMBLE AND SMOOTH OUT PAPER. ATTACH IT TO TOP LEFT OF NET.

DIG UP GOOD BOOKS !


Dig up good books this summer!

SPREAD CLOTH ON TABLE. PLACE A PLASTIC TRASH BAG ON THE SPOT WHERE INNER TUBE WILL SIT. LAY INNER TUBE ON BAG. PLACE CRUMBLED PAPER IN INNER TUBE SO THAT LESS SAND IS NEEDED TO FILL IT UP. COVER PAPER WITH SAND. PLACE MORE CRUMBLED PAPER IN THE BUCKET AND ARRANGE BOOKS AS SHOWN. FIT BUCKET IN INNER TUBE AND COVER BOTTOM WITH SAND. MAKE A SIGN THAT SAYS "DIG UP GOOD BOOKS THIS SUMMER!" THEN ARRANGE SIGN, SHELLS AND SHOVEL.

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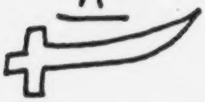
PIRATE SIGNPOSTS

In the days of buccaneers, pirates used various signs on landmarks, maps, and local objects to mark their buried loot! Decorate your library with the symbols below -- or use the symbols in a guessing game or to head the way to a treasure....

A



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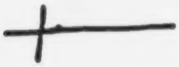

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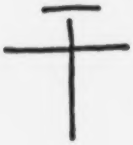

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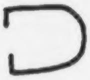

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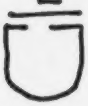

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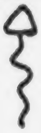

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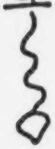

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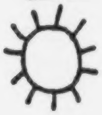

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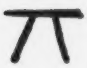

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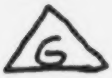

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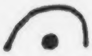

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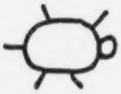

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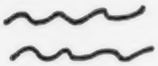

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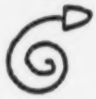

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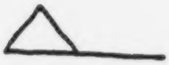

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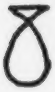

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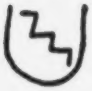

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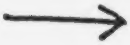

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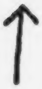

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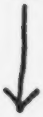

With thanks to the Vermont Summer Reading Program Manual 1985

SAILING AND THE SEA

Was it an advertising billboard for suntan oil that inspired this display or was it a travel agent's poster about Cyprus? The image was so vivid that it remains long after the product or destination vanished from memory and the design is perfect for a general display of books on a loosely related theme.

In the original advertising artwork, vivid oranges, reds, and yellows swam over and into each other to create a feeling of Mediterranean heat. A large red setting sun was visible behind the stylized clouds. And it was all so very simple!

This display can promote a summer reading program, even when there is no specific theme. The books can be made available near the wall display, which speaks for itself in eloquent dignity. "Summertime and the Readin' Is Easy" recalls the Gershwin tune, but any other title would do: "A Warm Day, a Cold Drink, and a Good Book," "Perfect Weather for Reading," or "Thirsty? Drink Up a Good Book."

If your classroom, library, bookshop, or other display space has a vast, empty wall, the summertime display will be just as eye-catching as the original billboard which inspired it. The larger the space, the better, especially if it can be viewed from far across the room or building. The idea can, of course, be pared down to fit onto an existing bulletin board.

To achieve a summer heat wave of reading (figure 55), alternate hazy clouds in bright yellows and oranges. Fire-engine red can make the sun and the lettering blaze on this display to fill a wall or it can be reduced to fit a picture frame.

A similar idea is to create a tropical sunset of concentric circles, using sky colors of fire reds and bright yellows, the reflections of blues and greens, and mirror images, highlighted with a palm tree. Add a sailing ship in the water or a bird circling lazily in the sky.

For further detail, add the silhouette of a reader, sitting with his back to a shady tree, book in hand. The silhouette should be just that, with no detail at all. The character could be of a color complementary to the overall scheme or of traditional black. Use an opaque projector to enlarge a photograph of a fisherman from a sports magazine, a swimmer lounging by a pool, or any other appropriate person. Failing those means, "hire" a friend or a student to sit behind a powerful light so

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that his or her shadow is cast onto a blank wall, over which you have taped several contiguous sheets of plain paper. Trace the shadow for a very personalized reader's silhouette.

This idea can be converted for use in winter by changing the colors to shades of blue and white. A heading such as "Wintertime: A Warm Hearth and a Good Book" may suffice to attract readers to your carefully selected collection. The addition of a snowscape with stylized evergreen trees and a country cottage will not detract from the effect. When seasonably appropriate, a certain jolly elf with his team of reindeer could course through the sky or across the snow below.

For use in spring, or when a temperate summer is in view, modify the stylized clouds with blues and whites, but in warmer tones than those used in the winter scene. The sun may be golden, though in winter it should be white or the very palest yellow. In spring, a green landscape, kept in simple silhouette, may enhance the display.

A large wall attraction, such as this, does not need a special collection of books near it, though you may wish to add some. This type of display may be just the decorative statement you need to call attention to the entire library or bookshop and to implant the idea in passersby that "Yes, I must drop by and pick up a good book for the weekend."

The sea could be hundreds of miles away without dampening the spirits of the crew aboard this frigate (figure 56), which sails happily across vast expanses of corridor, classroom, or library. Make her large and dignified to attract readers' attention from far away or make her petite and cheeky for a small tabletop tableau. She can be highly detailed, with timbers, portholes, and sophisticated nautical mechanisms, or simple and plain, dependent upon form alone to lift the imagination away from the classroom and out to sea with a good book. She embodies the spirit of adventure, however large or small she is, and the nautical display around her will transform any room into the bounding main.

While this display could be used with a study of the sea and seamanship, it is so adaptable that many other uses will be found. Build the display to promote historical fiction, adventure, or a collection of books especially for the summer holidays, or turn it into a travel agency to promote literature set in foreign lands.

Headlines and titles will turn up in abundance: "Put the Wind in *Your* Sails with These Good Books," "Hoist Up a Good Book," "Sail Away with a Good Book," or if the whiskey people wouldn't mind, "Afore Ye Go ...." Let the title reflect the intention of your display so that passersby will taste the flavor immediately and want to devour more: "Ahoy, Mates!" Small subheadings will creep up in unlikely places, providing humor and encouragement. The fish could say, "Hello, sailor!" The octopus could ask, "Could you direct me to Davey Jones's locker?" The crew could shout "Ahoy, readers!" The vessel herself could be christened *H.M.S. Readalot* or *U.S.S. Literature*. And don't forget to put titles on the books the characters are reading!

Before initial enthusiasm is blown away by the monsoon of doubt, let it be emphasized that the display need not be difficult to put together. Complicated, yes; and fairly involved, yes; but difficult, not necessarily! A detailed examination of the components should reassure the fainthearted, so with scissors at the ready and compass in hand, do not hesitate to embark.

The sea is very easily made from rolls of paper, cut in a wave pattern, one role lapping over the other until the desired depth is reached (figure 57). Usually, three tiers of water will do. Make them from seagreen, aquamarine, dull battleship gray, or other ocean-like colors. If rolls are not available, ordinary sheets of paper will suffice. The important thing is to make each wave exactly like the other, for this sea should be very stylized. If the waves are all different, the effect will not be that of a whimsical, sophisticated display. Practice making one good wave until it is good enough to become the template for all the others. Study the works of Japanese painter and woodcut artist Hokusai

(1760-1849) to see fine examples of stylized wave patterns suitable for modification in a display such as this.*

While the sea is in construction, think of some friendly creatures to place between the waves (figure 58): a fish or two, certainly, and an octopus; a mermaid, a whale, a sea serpent; perhaps a Nessie-like monster, or dolphins and seagulls. If the wallspace is truly large, then a vast community of inhabitants could live happily together, all made from stock characters (see chapter 11). But do avoid clutter. Just as the classroom aquarium can support only so many fish before overpopulation causes problems, this sea of paper must wave about unhindered by too many scaly beings.

Depending upon the original wall covering at hand, it may not be essential to provide a background sky. A plain wall could provide a pleasant horizon, but feel free to put up a blue background, perhaps with clouds, similar to that used in the "Summertime" display on page 70, or any other sky effect deemed appropriate.

Having survived thus far, you arrive at the most complicated bit of engineering in the display, the stately sailing ship. Since she is a three-dimensional vessel, with sails literally billowing in imaginary gusts, think in terms of bulges and bas-relief, created from stiff paper with strategic cuts and positioning on the wall.

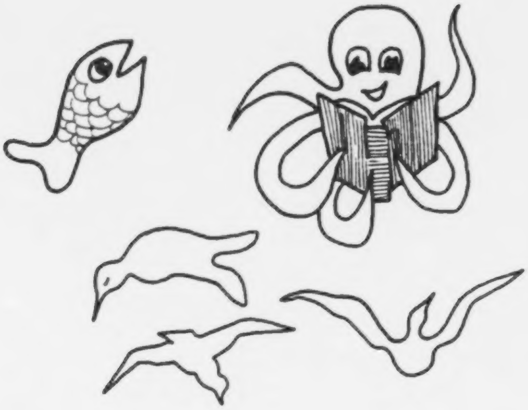
The hull of the ship could be made from a large cardboard container such as those used to package refrigerators. It also could be made just as well from two or three stiff pieces of construction paper, stapled and glued together (figure 59). Draw in the outline of the hull lightly, using an opaque projector, if necessary, to reproduce a smaller drawing or photograph of an actual ship. Stylize the drawing, though, so that the shape remains simple, easy to cut out and assemble.

Cut the sails from white, off-white, or light tan construction paper. Heavy cardboard boxes are too thick to make effective sails, which need to bend without creasing when they reach the display wall. Add depth to the display by making the sails diminish into the distance slightly. This simple trick of perspective can be achieved by drawing a long triangle lightly on the paper, then joining the top and bottom lines by parallel curves.

The masts are long pieces of paper, black or dark brown, which taper slightly toward the top. A crow's nest graces the central mast. This is little more than a round box, from which a sailor can lean perilously, book in hand. Use heavy twine or light brown yarn to create an interesting set of ropes that can be stapled or glued to the wall. Fly a banner or flag from the top mast or from the rigging at the rear and H.M.S. Readalot is practically afloat.

Putting her on the wall presents a few problems, none of which, however, will sink the project. In order to create the three-dimensional bas-relief, lightly pinch the forward end of the hull toward the rear. The middle of the ship will bulge outward automatically. The sails, too, can billow by lightly bending or pinching the tops toward the bottoms. Practice folding them on the work surface before attempting to put them on the wall.

The first item to go up should be the hull of the ship. To give the impression of a rigger in full flight, set her at a slight angle—not too much, lest her crew be in danger! To create a mood of quiet sailing in a calm wind with time aplenty for readings, set her perfectly horizontal. Staple, glue, or otherwise affix one end of the hull to the wall, remembering then to pinch the other end toward the middle to get the bulge. Fix the hull in place all along the ends and bottom, but not along the top, which must remain fat and open, not only to receive the bottoms of the masts, but to look right.



The next items to go up are the masts. They should be long enough to disappear completely into the hull. Next attach the rope rigging. It is not necessary to tie short horizontal strings to the long verticals, though that may achieve greater realism. It is simple enough to fix the top of the ropes to the central mast, fan them out toward the bottom, where they are similarly taped or stapled. The horizontals can be glued or stapled in place in situ.

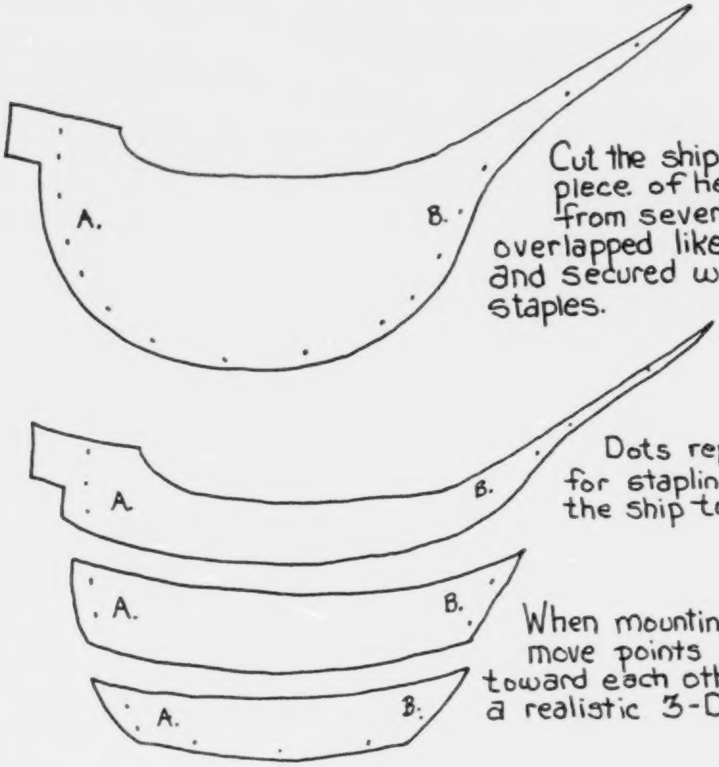
You may add the crow's nest now or wait until the sails have been put in place. Put the rear sail up first and move toward the front so that the forward sails can overlap. Four tacks, pins, or staples, one in each corner, should be enough to keep the sails in fine billow. The corners of the forward sails which overlap and rest upon the sails immediately behind them should be taped, stapled, or glued to the preceding sail, and not fixed through the sail onto the wall, for that would destroy the carefully achieved billow.

While putting up the sea, think of the crew: a haughty captain, with a sword and tall hat; sailors lounging among the rigging; a first mate waving from the crow's nest—or pirates! Skull and crossbones! Booty! But pay enough attention to the first set of waves to ensure that they are perfectly horizontal. The top crest of waves goes up first and should cover the bottom of the hull. The middle crest follows and then the other. Insert the sea creatures here and there, but preferably toward the center of the display, around the ship, to concentrate attention there. Avoid a sea creature whose eyes lead away from the center of the display; make the fishes point toward the ship. Dolphins should leap forward in the same direction as the ship, leading the eye onward.

If it seems unkind to include the flat-earth joke in the display, whereby the regal ship is bound for the falling-off point, end the sea waves at a convenient margin, either with a paper border, or at the end of the wall.

Populate the ship with the friendly crew of readers. Cut their garments from old bits of cloth or wrapping paper or color them with felt-tip pens or poster paints. Follow the collage method to create stylized sailors to avoid overcomplication. Keep facial features simple; huge smiles and dots for eyes will do. And include female crew!

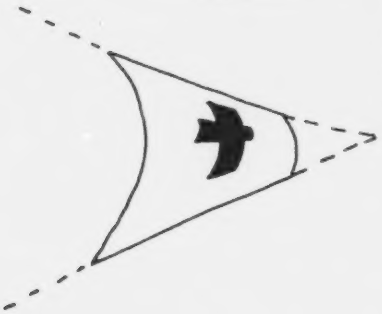
Make natty head gear, such as stovepipe hats, kerchiefs, and cloth caps, from bits of paper or fabric remnants. Draw on a few tattoos. Pierce an ear or two. Add a pirate or a monkey. Draw a stack of books to place in the "hold," but visible beneath the central mast.



Cut the ship from one large piece of heavy paper, or from several pieces, overlapped like clapboards and secured with glue and staples.

Dots represent points for stapling or pinning the ship to the wall.

When mounting the display move points A and B toward each other to achieve a realistic 3-D effect.



Put perspective in the sails by first drawing a triangle, and joining the top and bottom lines with two parallel curves.

The project is almost finished, lacking only the title and the books for the display. While cutting out the letters for the headline, think of how the books fit into the picture. Is there a real dinghy handy, resting in the back garden, that could be brought into the room awhile? Put it beneath the display and fill it with books. Is there a low table or are some shelves available? Should books be placed on the floor beneath the paper sea? Could you recycle the pirate's treasure chest (page 49)?

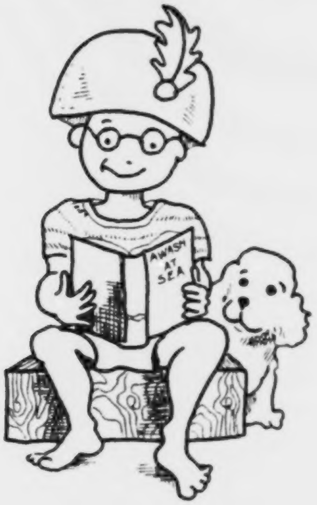
Is there a bibliography to accompany the display, perhaps in the form of bookmarks or brochures, listing the books under promotion? Could a small paper dinghy or floating barrel be added to the seascape to serve as a pouch for the handouts? Is there a cardboard box or an old Victorian storage chest available that could be placed in "Davy Jones's Locker" beneath the waves to hold the books?

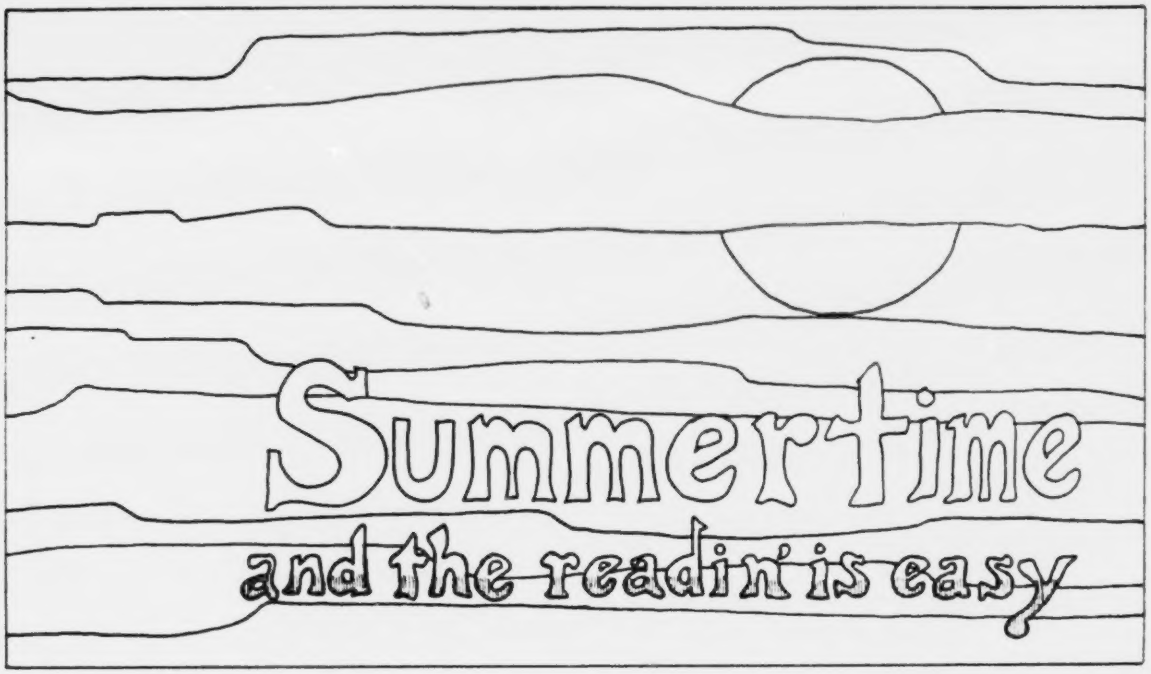
Younger readers will enjoy making captain's hats to wear while they are browsing among the books. If it is not convenient or if space does not allow the children to make their own, the book promoter can make a supply of hats for readers to wear while they are enjoying the books (figure 60). A variation on the basic design of the tricorner will give you a set of tea-cozy-shaped nautical hats. Cut out two templates, vaguely semicircular but slightly top-heavy, and use to make hats from blue, black, or other appropriate paper. Staple and glue them together along the top of the circles and the hat is ready. Adornments could include feathers, jewels, medals, or badges, all made from paper. Badges might say "Captain Read," "Brigadier Readalot," "First Mate Fiction Fancier," or "Pirate Browsabout."

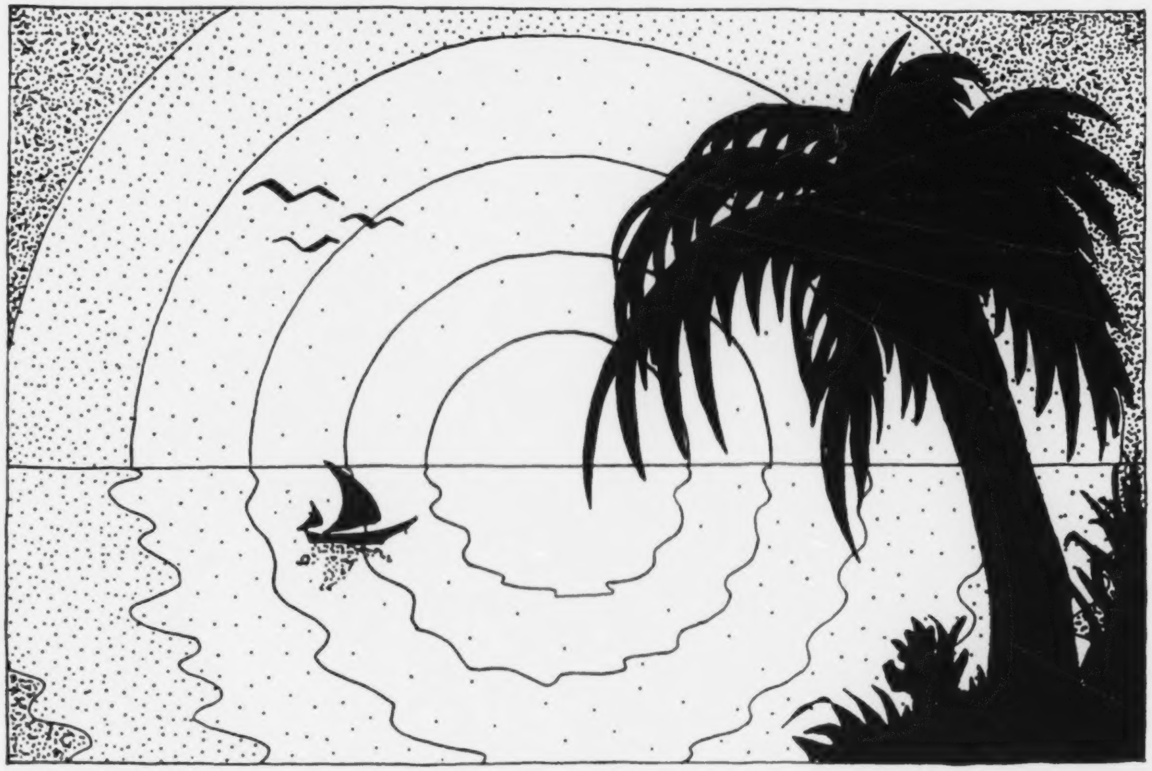
When the tall ship has served its purpose or has been up long enough to cause visual fatigue, carefully take it down, preserving all the pieces in a safe storage place. Leave the waves, however, for the bounding main is about to become a quiet upcountry river. Remove the octopuses then, and all the other creatures, to make way for a trout, a frog, and a bankside rat or badger. A friendly dinghy is about to sail downstream, a reader in the bow, and instead of "Sailing Away with a Good Book," this display will proclaim "Lazy Days Are for Reading!"

Insert a riverbank behind the waves, with some tall grass and rushes, and the original display has doubled its lifetime, saving the book promoter the effort of making an entirely new device. The river setting can promote well-loved classics, borrowing ideas, in fact, from Kenneth Grahame's *Wind in the Willows* (New York: Penguin, 1984) or it can push more holiday reading, books about the countryside, or animal fantasies (figure 61).

Instead of a boy or girl in the boat, put an animal at the oars. Using an opaque projector, copy a favorite character from Kenneth Grahame's classic about "messing about in boats," or from another good boating book, such as Maurice Sendak's *Where the Wild Things Are* (New York: Harper & Row Junior Books, 1984). Create from collage or draw on a single piece of paper. Put a fishing line in the character's hand or a flask of something good to drink and a hearty sandwich. And then have a cup of tea while book browsers devour your new display.




Summertime
and the readin' is easy



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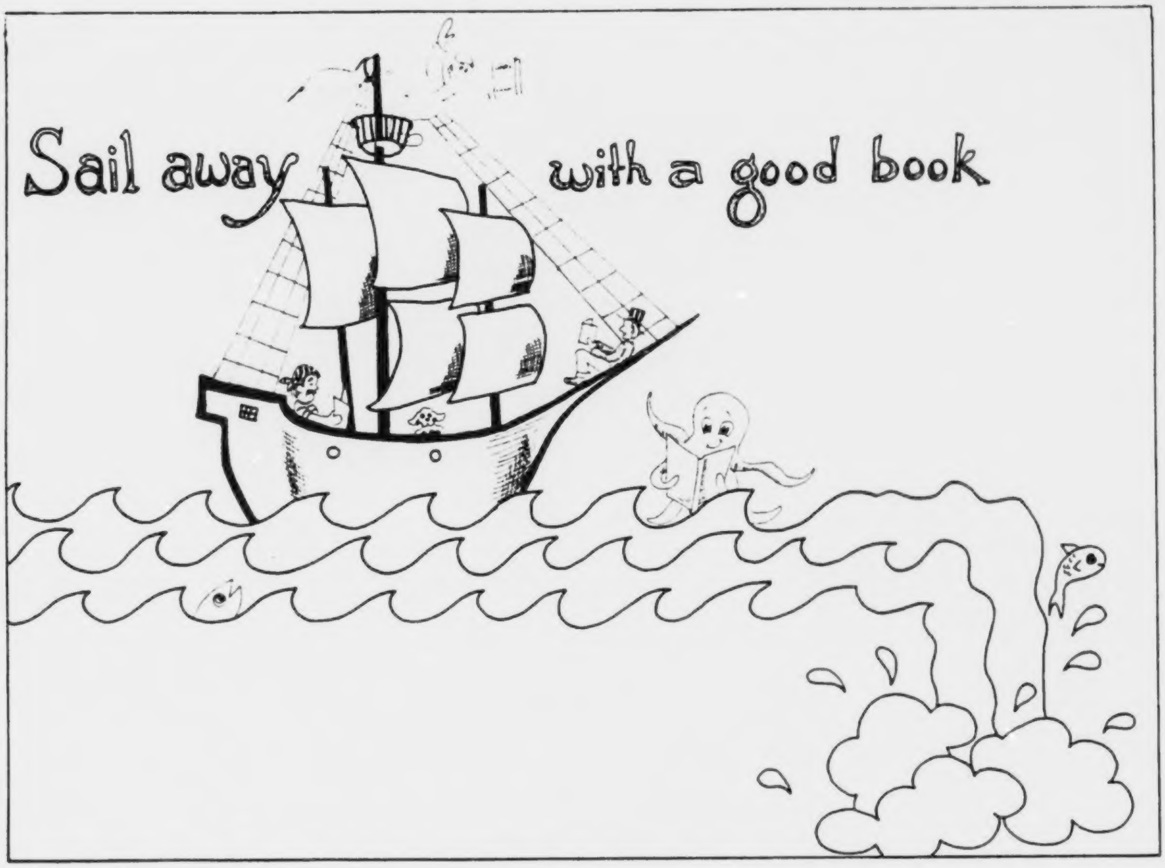
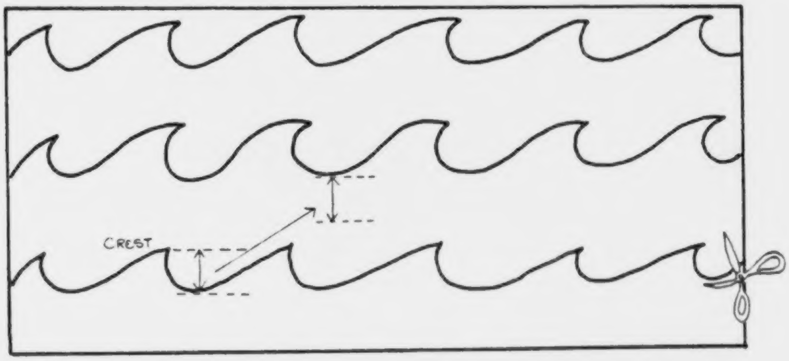
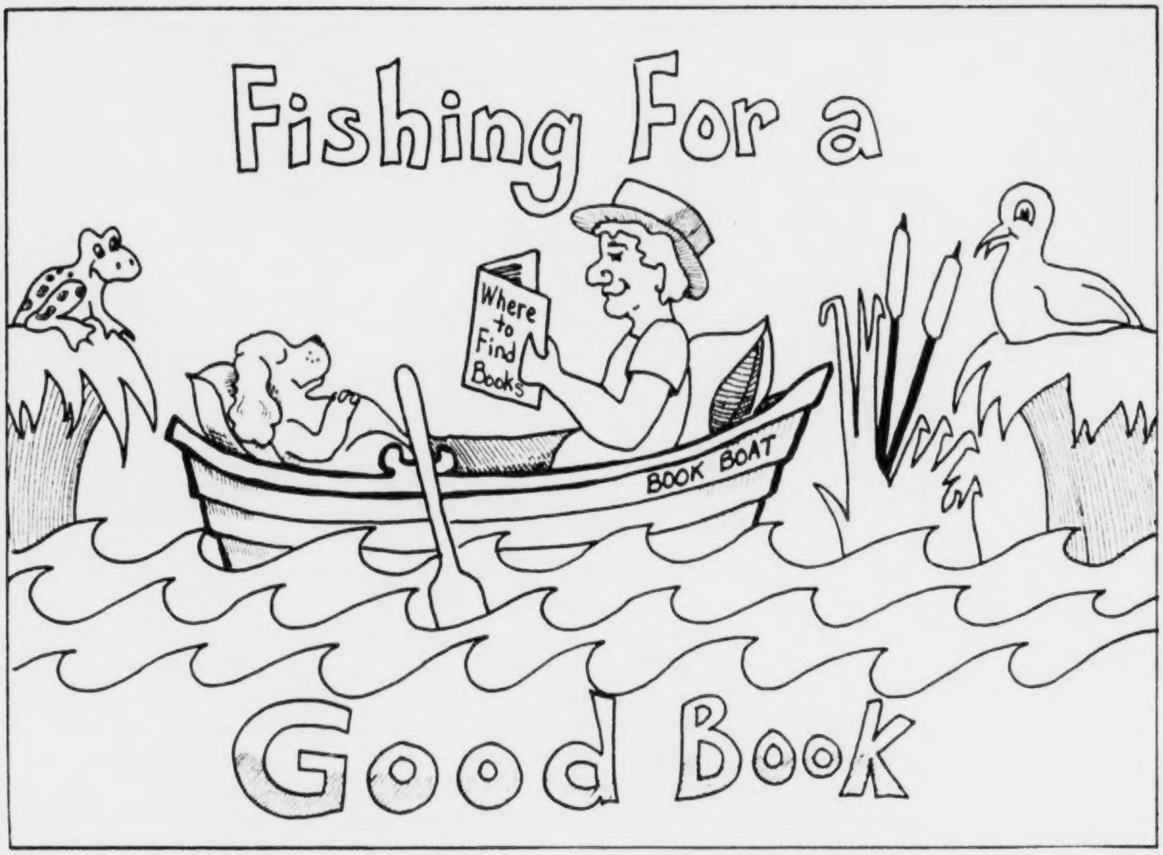

Sail away with a good book



Economize on paper consumption: cut as many layers of waves per sheet as possible. This will be determined by the height of the crest of the wave. Allow enough space between that and the next line of waves so that gaps will not show when they are mounted on display, tile- or clapboard-style.


Fishing For a
Where to Find Books
BOOK BOAT
Good Book

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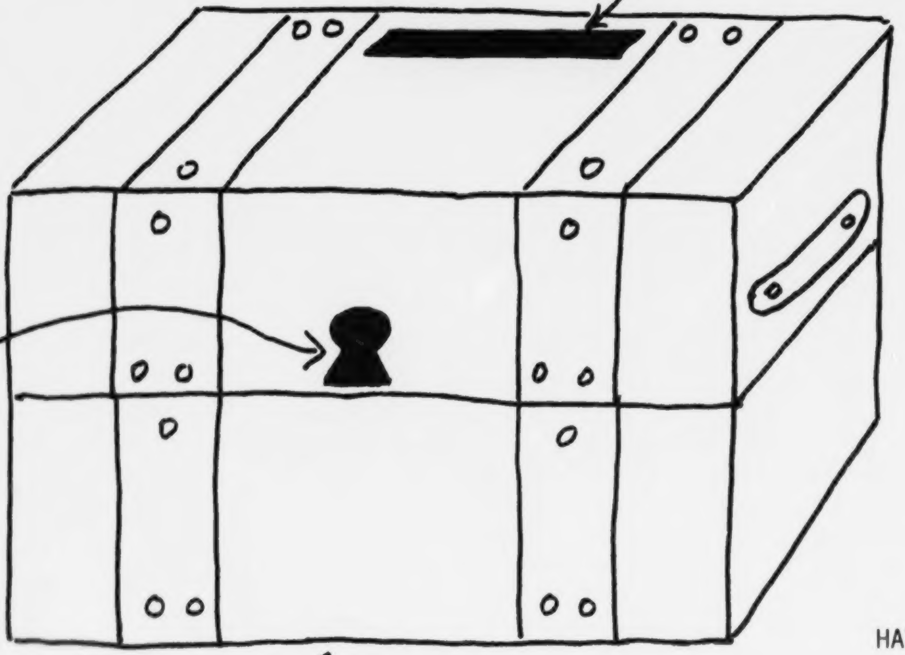
TREASURE BOX



Cut out slot to admit light.

Cut out key hole
(or PEEP HOLE)

Bottom of box is open to allow changing
of book jackets.

HAVE SIGN POINTING TO BOX:

↖ DO NOT LOOK IN
THIS BOX!

Staple book jackets to the back of the inside box. The slot on the box top allows enough light to see the book jacket inside. Change jackets frequently. Leave the bottom of the box open since it can not be seen.

THE TREASURE CHEST

Nothing is more evocative than a pirate's chest. The very mention of it conjures up images of crinkled old maps, palm-fringed beaches, and a crusty sailor, ready to shout, "Ahoy, matey!" Most of all, it wakens dreams of the golden cache, wealth beyond measure, the tinkle of doubloons in your hands.

To capitalize upon that rich image and to get books to readers, build a "Pirate's Cove" somewhere in your domain. The only items necessary are a pirate, his treasure chest, and a bit of treasure. Of course, you may want to add a parrot, a palm tree, even a skull and crossbones. A secret map may come in handy, too. And speaking of secrets, this display doesn't want to shout at passersby – a nudge and a wink in a discreet corner will be enough to alert the curious.

Start with the treasure chest, which, if space is limited, may be enough on its own to entice young explorers. Do a bit of scrounging in lofts and junk shops to find an old traveling case or bedroom chest. A few dents and scratches will add to the special effect, and if it has an old-fashioned camel back, all the better. Failing the antique market or someone's attic accumulation, a perfectly passable pirate's chest can be fashioned from a packing crate, either of cardboard or wood, and while a closable lid is desirable, even that is not necessary.

A pirate chest should be rather special, so decorate it accordingly. Paint it, with skull and crossbones emblazoned prominently, or if the chest happens to be a cardboard box, cover it with sturdy colored paper, wallpaper, or burlap. Heighten the illusion of faded grandeur by lining the interior with old-fashioned printed fabric or wallpaper.

The beauty of the treasure chest, however, lies not in its decor, but in its special contents. If you wish, stock it with all sorts of adventure books, especially those with a nautical flavor. But since the object is to let young adventurers discover treasure, try filling the box with an assortment of paperbacks. Mix in picture books with novels. Add some nonfiction, too, such as the popular "how-to" books, animal care, or geography books. As far as possible, let there be something for everybody. Libraries and classrooms can use the treasure chest to display new books before they join the rest of the collection.

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The treasure chest works well in odd places, such as under a table, almost out of sight or in a corner, out of the way of traffic. If the chest is discreetly positioned, then a secret map (figure 32) will not only be fun but necessary. Draw and reproduce a simple floor plan of the area, with a big "X Marks the Spot." Consider leaving part of the map blank for the children to fill in or let them "label" desks, chairs, bookshelves, and other furniture as they work their way to the treasure.

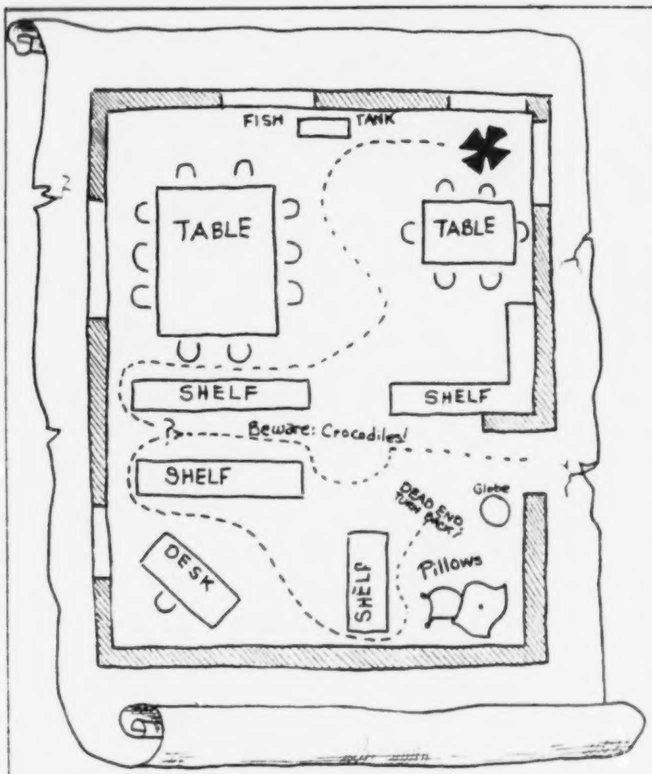
When dealing with large groups of children, allow only a few to explore the pirate's cove at one time. The space available will determine the right number. Perhaps ten young pirates could fit into the corner, but only three under the table. They will need room to maneuver, not only to shuffle among the books, but to sprawl on the floor with the ones they've chosen to examine in detail. Added fun can be had by supplying pirate hats to those visiting the cove (figure 33). These are easily made from two pieces of heavy poster paper, cut in the shape of the traditional tricorner, and glued and stapled together. Not only can the hats identify the children who are supposed to be in the cove or at the chest, they can help the adult patrol a large group to prevent overcrowding the area. Anyone not wearing a pirate hat should not be there.

Depending upon the purpose of the pirate's cove, whether merely to display books or to encourage circulation, young readers may be allowed to take treasures home. The "Head Pirate-in-Charge" may decide to check books out to readers, much as library books are circulated, or there could be a "Solemn Oath" written on "parchment" to which readers sign their names and the title of the book they take. An exchange system could enable readers to take one book for every book they bring from home, so that a constant renewal occurs. In case of the latter arrangement, the Head Pirate may need to keep a close watch on the books brought in to ensure that they are suitable.

Assuming that there is room for a graphic representation of the pirate to whom the chest belongs, either beside the treasure or elsewhere, create a dashing villain to establish the theme. Look at some old Gilbert and Sullivan scores to taste the salt and the brine. Refer to chapter 11 for the construction of stock characters, from which a suitable pirate king may emerge. Add a golden earring, appropriate naval outfit, and a sneer to the face of a basic character, and the sailor is complete. A wooden leg, a parrot, a hook where a hand should be, a Jolly Roger flying above the chest ... perhaps your own research can add a local flavor to the pirate.

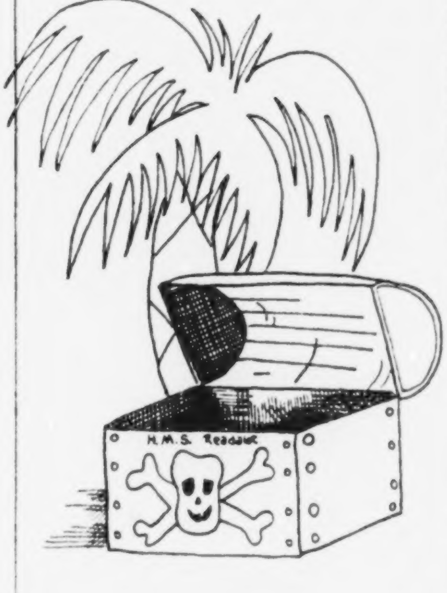
An old Biblical proverb warns against hiding a lamp beneath a basket, for the light will be wasted. But there is an alluring mystery to a secret box, the contents of which are suspected to be of great beauty or value. There is also something very gratifying about children sprawled on the floor, abandoned to their books, and lost in the wanderings of their imaginations.

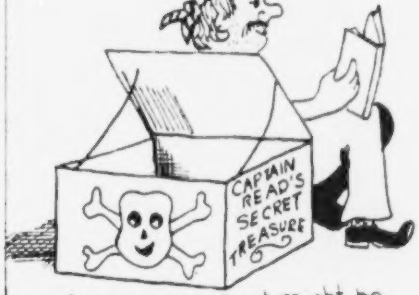
Combining the secret box with a huddle of children intent upon opening it is the basis of this display. Rather than placing books within easy reach, which is the more typical approach, this display, at least initially, hides books from sight, like the lamp beneath the basket—but it promises treasure to the adventurer.


FISH TANK
TABLE
TABLE
SHELF
SHELF
Beware: Crocodiles!
SHELF
DEAD END TURN BACK!
Globe
DESK
SHELF
Pillows

CAPTAIN BOOKER HAS LOST HIS TREASURE! HELP HIS CREW FIND IT BY USING THIS **SECRET** MAP.

IF YOU FIND THE **TREASURE CHEST**, SEE WHAT'S INSIDE. TAKE A PIECE OF TREASURE **HOME!**




CAPTAIN READ'S SECRET TREASURE

A treasure chest might be an old trunk, or a cardboard box.

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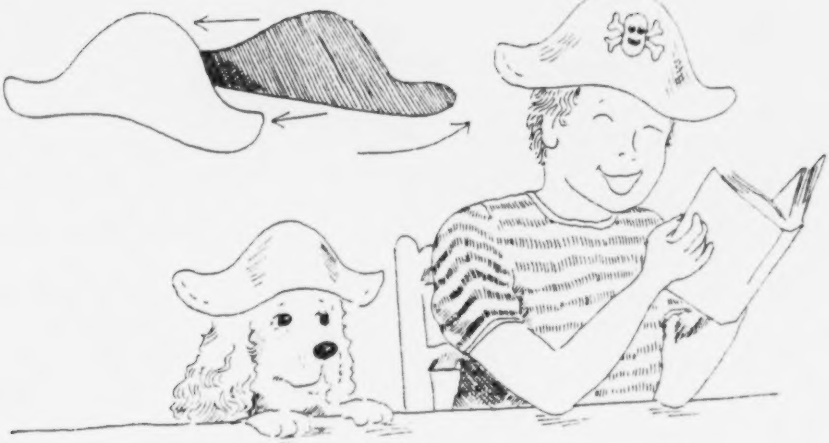

RELATED ACTIVITIES

Hire an old film about buccaneering days, mutiny, and sailing to introduce or culminate the treasure theme. Rent a Victorian sea captain's costume from a theatrical or costume shop to dress up a mannikin.

If possible, invite an authority on sailing to speak. Or take a group of students to a marina or museum. Plan a program on life in the South Seas, with artifacts, photographs, and costumes. Write for free publicity materials from embassies, consulates, chambers of commerce, or businesses with links in areas traditionally associated with treasure lore.

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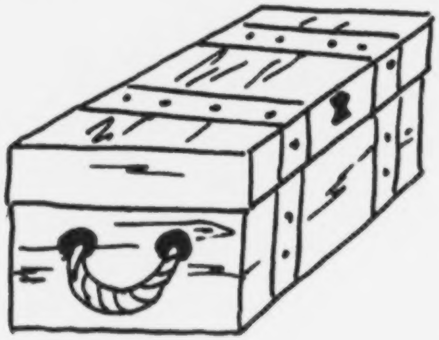
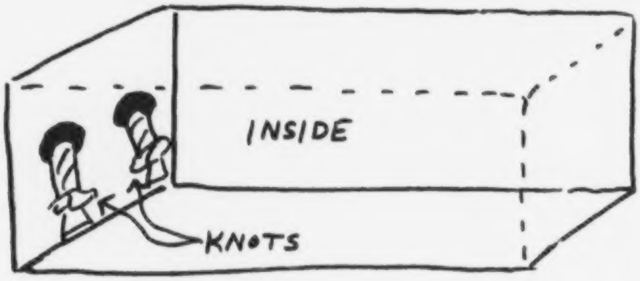
Treasure Chest

Use a cardboard box which has a lid. Cover with wood grained contact paper or paint with tempera to look like wooden chest. Use magic marker to draw on leather straps and lock.



Punch two holes in each end. Run a short piece of rope through the holes and knot each end to make handles.



Each week, place book or other treasures to be used during Storytime in the box.

RESOURCE LIST

RESOURCE LIST

Supplies, Incentives, Decorations

Oriental Merchandise Co., Inc.
2636 Edenborn Ave.
Metairie, LA 70002
(504) 888-3191
Toucans, parrots, assorted fish, pirate flag, hats, daggar, eye patch, sea horse, sea creatures, palm trees, etc.

Rivershore Reading Store
2005 32nd Street
Rock Island, IL 61201
(309) 788-7717
Sea puppets assorted, sea creature paper pads, sea horse and octopus rubber stamps, parrot puppet, etc.

Sherman Specialty Co., Inc.
P.O. Box 401
Merrick, NY 11566
(800) 645-6513 or (516) 546-7400
Jewel rings, pirate eye patches, treasure chests of varying sizes, sailor hats, sea creatures, prizes.

Smilemakers
P.O. Box 2543
Spartanburg, S.C. 29304
1-800-825-8085
Treasure chests, large and small.

U.S. Toy Co., Inc.
1227 E. 119th Street
Grandview, MO 64030
1-800-255-6124 or (816) 761-5900
Pirate hat.

CRYSTAL COTTAGE, INC.
3807 Johnston Street
Lafayette, LA 70503
(318) 984-1130
This party house has cardboard cut outs of ships, etc.

OTHER CATALOGING SOURCES

J. & A. Handy-Crafts, Inc.
165 So. Pennsylvania Ave.
Lindenhurst, NY 11757
(516)226-2400

Kipp Brothers, Inc.
240-242 So. Meridian St.
P. O. Box 157
Indianapolis, Indiana 46206
(317) 634-5507

Museum Products
84 Route 27
Mystic, CT 06355

Vanguard Crafts, Inc.
P.O. Box 340170
Brooklyn, NY 11234-0003

STORYTIME PLANNERS

TODDLERS

THEME: BEACH DAYS

AGE RANGE: Toddlers

BOOKS: Choose 2 or 3 from the following:

Asch, Frank. Sand Cake.

Gay, Michel. Little Auto.

Gebert, Warren. The Old Ball and the Sea.

Robbins, Ken. Beach Days.

Stock, Catherine. Sophie's Bucket.

OTHER BOOKS: Freeman, Don. Chalk Box Story. (A small book that could easily be made into story cards for older toddlers).

Lionni, Leo. On My Beach Are Many Pebbles. (For older children).

Wegen, Ronald. Sand Castle. (Another small book which could be made into a simple flannelboard)

Yamashita, Haruo. Mice at the Beach.

Zion, Gene. Harry by the Sea.

FINGERPLAYS: Choose from the following, all on the next few pages in their entirety:

"Here is a Starfish"

"A Little Ball"

"Going to the Seashore"

"Five Little Jellyfish"

"Five Little Seashells"

"Seashore Fun"

FLANNELBOARD: Carle, Eric. A House for Hermit Crab. (See patterns following, and use with a shortened version of the story)

SONG: "Sing a Song of Sunshine" (see following page)

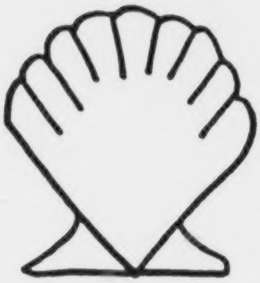
ACTIVITIES: Have a barefoot march around the room to music. March on toes, stamp feet, etc.

Bring a conch shell to listen to the sea. Bring other things you can find on the beach to display and touch: seaweed, starfish, crab shell, beach pebbles, fishermen's net, seashells.

HANDOUT: Octopus (see following pages)

FINGERPLAY
(hold up five fingers and swish each one down with other hand)

Five little seashells lying on the shore--
Swish went the waves and then there were four.
Four little seashells, pretty as could be--
Swish went the waves, and then there were three.
Three little seashells, all pearly new--
Swish went the waves, and then there were two.
Two little seashells shining in the sun--
Swish went the waves, and then there was one.
One little seashell left all alone--
I picked it up and I took it home.



(Duplicate shells on construction paper and put on fingers with tape loops)

Used with permission. Mitt Magic: Fingerplays for Finger Puppets, Copyright 1985, by Lynda Roberts. Published by Gryphon House, Inc., Box 275, Mt. Rainier MD 20712 (1-800-638-0928). Order from the publisher: $9.95 + $2.00 shipping.

Seashore Fun

What will I take to the seashore today?	
What will I take and what will I play?	
I'll take one shovel. I'll take one pail.	(Hold up pointer fingers on each hand.)
I'll make two red paper boats to sail.	(Two fingers on each hand.)
I'll watch three ships on the purple sea.	(Hold up three fingers.)
And I'll take four friends to play with me.	(Hold up four fingers.)

(After reading the rhyme, ask individuals if they can remember how many ships, friends, shovels, pails, and paper boats were mentioned. If not, read the rhyme again so that children can have a short period of learning to concentrate. Ask: "Have you been to the seashore? Tell about your experiences. Did you do any of the things the poem told about?")

Note: This could also be turned into a very simple flannelboard.

From RHYMES FOR LEARNING TIMES, by Louise Binder Scott. Copyright © 1983 T.S. Denison and Co., Minneapolis, MN.

SING A SONG OF SUNSHINE

Sung to: "Sing a Song of Sixpence"

G G
Sing a song of sunshine
D D
Be happy every day.
D D
Sing a song of sunshine
G G
You'll chase the clouds away.

G G
Be happy every moment
C
No matter what you do
D
Just sing and sing and sing and sing
G
And let the sunshine through.

Jean Warren

A little ball, (form little circle
with fingers)
A larger ball, (form ball with
hands)
A great big ball I see. (form
large circle with arms)
Now let's count the balls we've
made. 1-2-3. (three fingers)
Traditional

Reprinted from CHANNELS TO CHILDREN: Early Childhood Activity Guide for Holidays and Seasons, copyright 1982. With permission of Channels to Children, Box 25834, Colorado Springs, CO 80936. ONE TIME USE ONLY for 1991 Louisiana Summer Reading Program.

From: Warren, Jean, comp. MORE PIGGYBACK SONGS. Warren Publishing House, Inc.,
P.O. Box 2250, Everett, WA 98203

Here is a starfish. (open hand)
He's quite alive. (wiggle fingers)
Let's count his arms:
1-2-3-4-5. (point to each finger)

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Going to the Seashore

I go to the seashore	
In the warm sand.	
I go walking with ten toes.	(Hold up ten fingers.)
And oh, it feels grand.	
I build a large castle	
In the warm sand.	
I shape it higher than my head	(Measure height.)
With my own two hands.	(Hold up hands.)

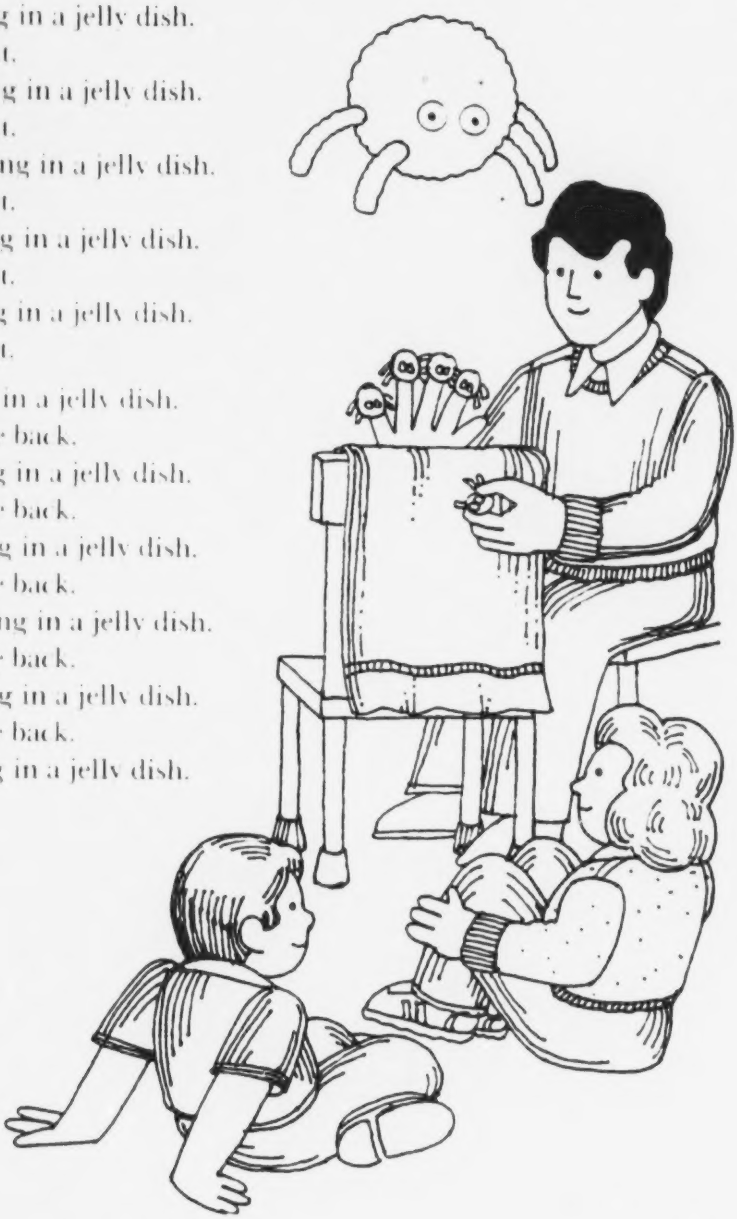
From RHYMES FOR LEARNING TIMES, by Louise Binder Scott. Copyright © 1983
T.S. Denison and Co., Minneapolis, MN.

Five Little Jellyfish

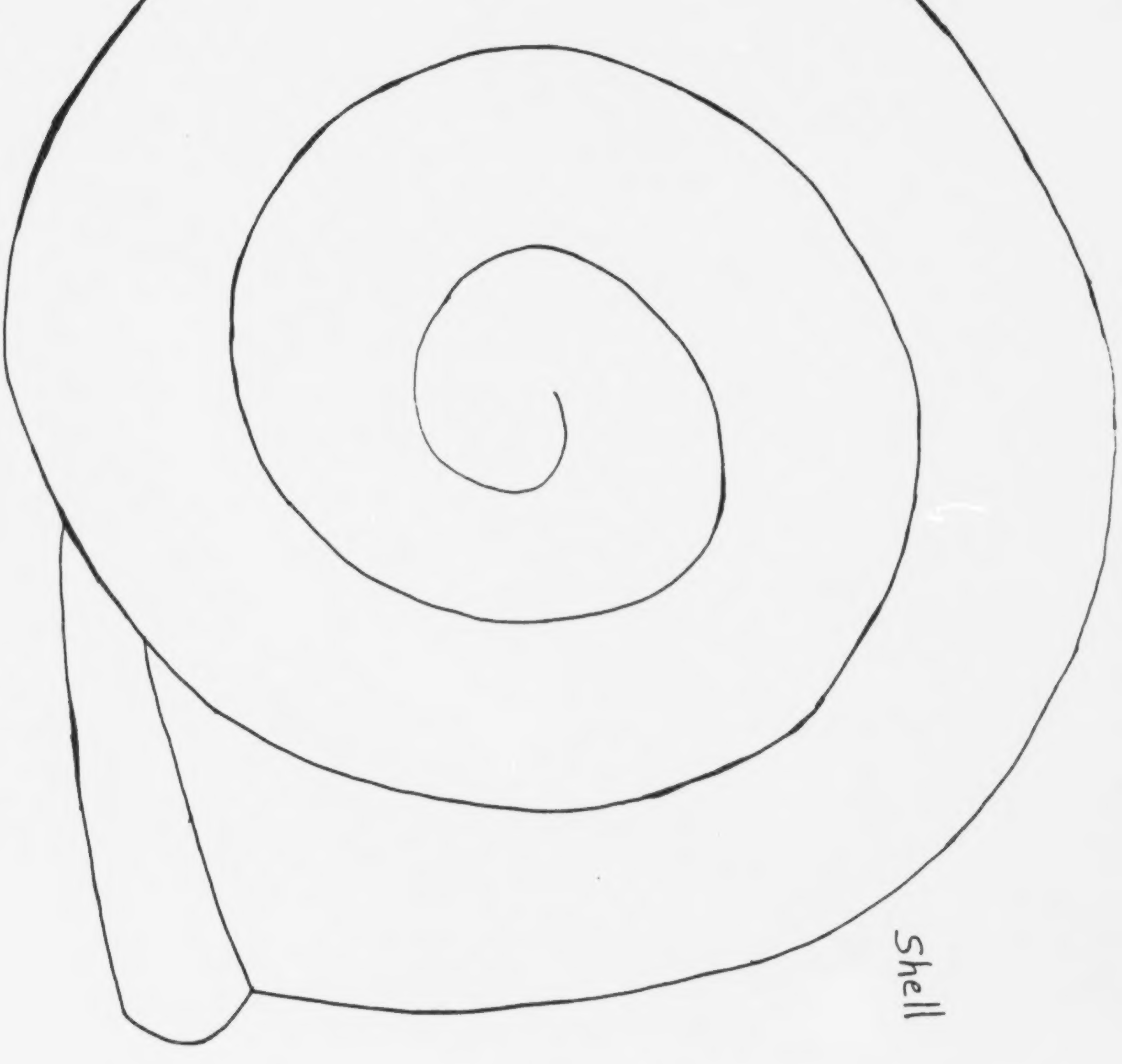
You will need five snap-on jellyfish puppets. Use the illustration below as a guide and make the jellyfish from pink pompons. Add string or yarn for tentacles. Count the jellyfish as you place them on the glove fingers. Remove and add them as indicated by the rhyme.

Five little jellyfish sitting in a jelly dish.
Oh, no! One fell out.
Four little jellyfish sitting in a jelly dish.
Oh, no! One fell out.
Three little jellyfish sitting in a jelly dish.
Oh, no! One fell out.
Two little jellyfish sitting in a jelly dish.
Oh, no! One fell out.
One little jellyfish sitting in a jelly dish.
Oh, no! One fell out.

No little jellyfish sitting in a jelly dish.
Oh, look! One came back.
One little jellyfish sitting in a jelly dish.
Oh, look! One came back.
Two little jellyfish sitting in a jelly dish.
Oh, look! One came back.
Three little jellyfish sitting in a jelly dish.
Oh, look! One came back.
Four little jellyfish sitting in a jelly dish.
Oh, look! One came back.
Five little jellyfish sitting in a jelly dish.
Oh, oh! What fun!

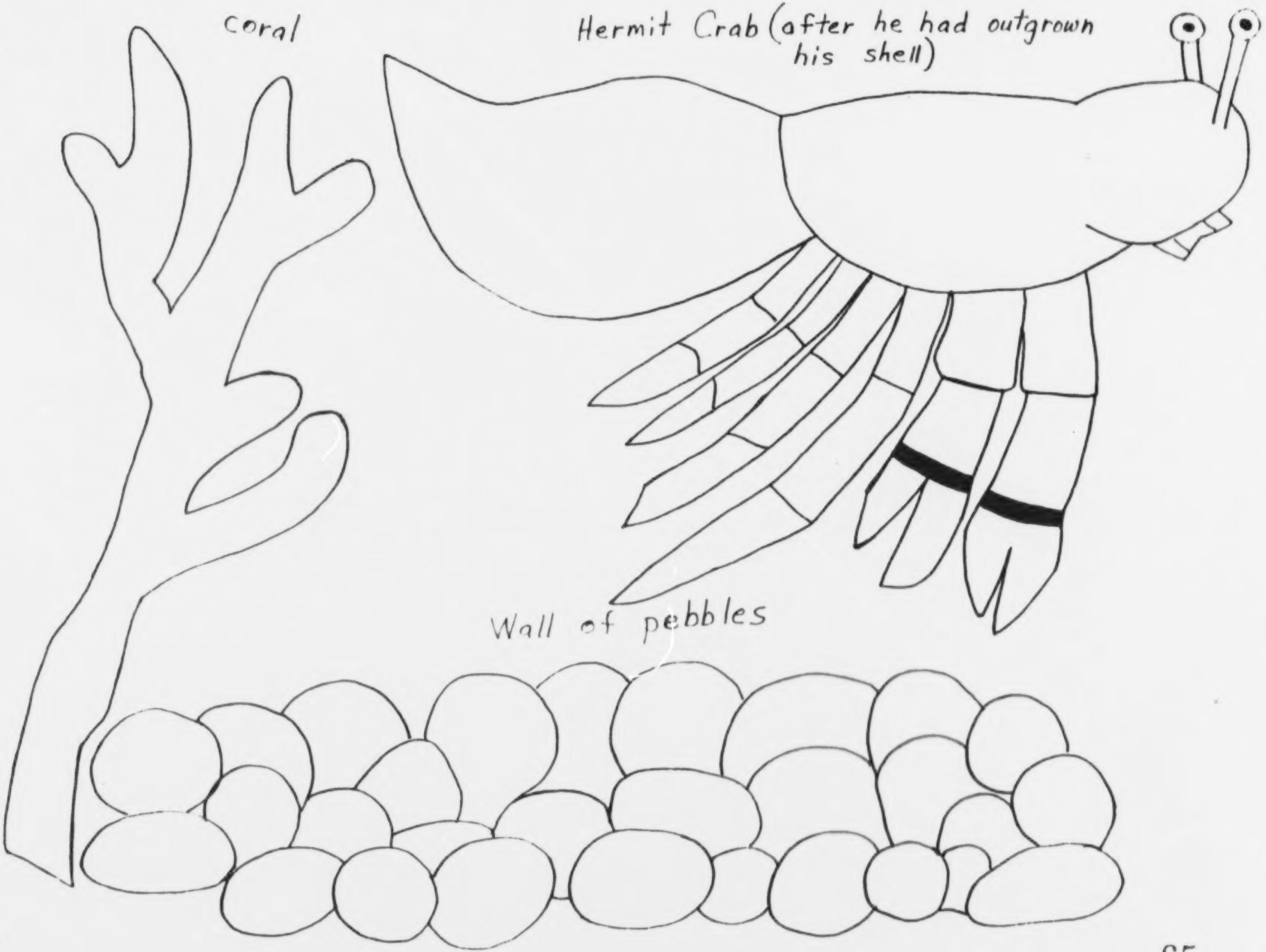


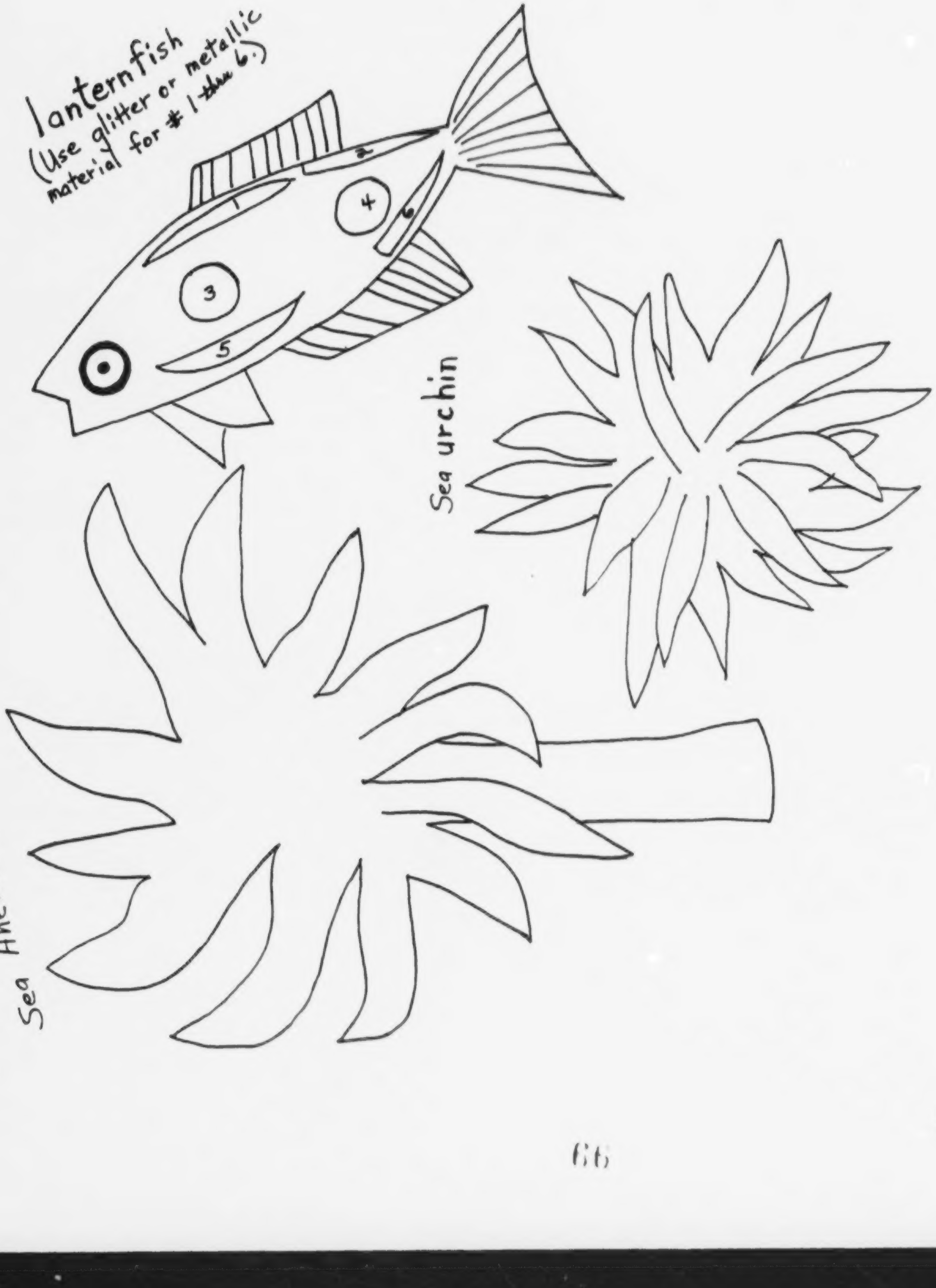
from: Fingerlings
Jean Stangl
1986 (c) Fearon Teacher Aids
Simon and Schuster Supplementary
Education Group
P.O. Box 280
Carthage, IL 62321

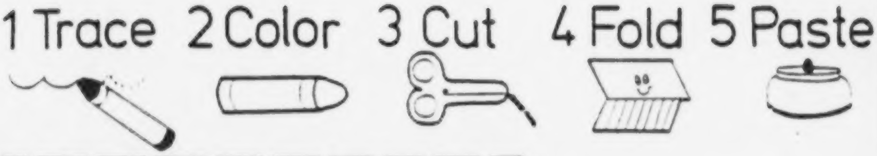


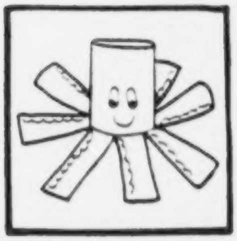
Patterns for flannelboard or magnetic board by: Paula Ducote,
East Baton Rouge Parish Library Children's Services staff member
(to be used for House for Hermit Crab)

You may wish to enlarge these patterns a bit. Be sure to increase them all by the same percentage to maintain the desired illustration proportions.

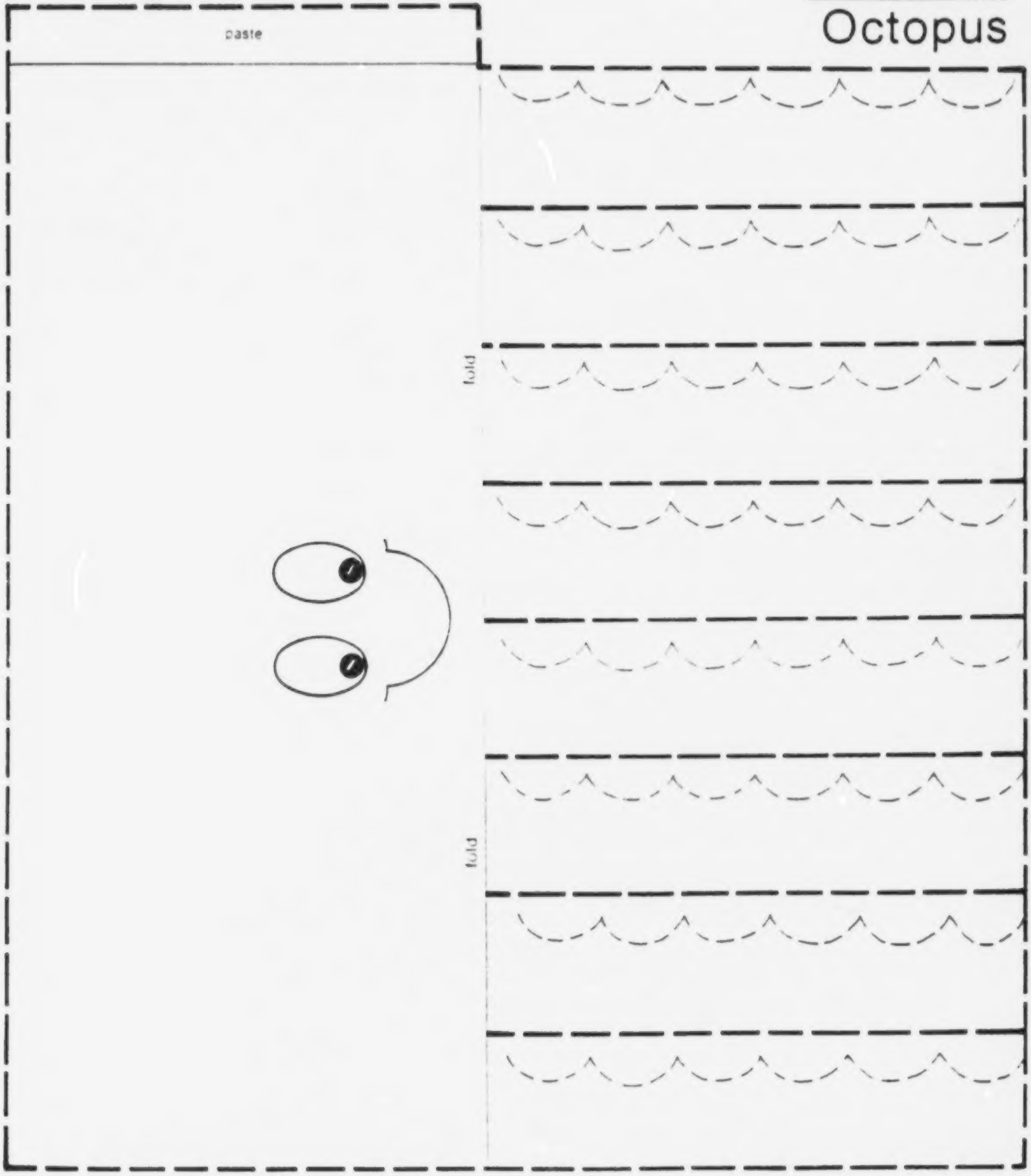

coral
Hermit Crab (after he had outgrown his shell)
Wall of pebbles


lanternfish
(Use glitter or metallic material for # 1 thru 6.)
1
2
3
4
5
6
Sea urchin
Sea Anemone


1 Trace
2 Color
3 Cut
4 Fold
5 Paste



Octopus


paste
fold
fold

Evans, Joy. How to Make Three-Dimensional Animals.
Carmel, CA.: Evan - Moor Corp., 1986., p.22.
Toll Free: 1-800-777-4362

THEME: OURS TO TREASURE: "MOTHER GOOSE AND FRIENDS"

AGE RANGE: TODDLERS

BOOKS: Goldilocks and the Three Bears - any version

Berenstain - The Big Honey Hunt (use honey on crackers for snack)

or

The Gingerbread Man - any version (use gingerbread cookies for snack - see "activities" below)

Note: Can make stick puppets for this very easily, with tongue depressors or popsickle sticks

FINGERPLAYS/POEMS: "Eensy, Weensy Spider" from: Grayson, Marion. Let's Do Fingerplays. Washington: Robert Luce, Inc., 1962, p.31.

"Five Little Pigs" with finger glove from: Hunt, Tamara and Nancy Renfro. Pocketful of Puppets: Mother Goose. Austin, TX: Nancy Renfro Studios, 1982, p.30.

"Hickory Dickory Dock" with paper plate clock and mouse fingerpuppet from: Hunt, Tamara. Pocketful, p. 33.

"Little Bo Peep" with a wooden spoon puppet Bo Peep and popsickle stick sheep (with cotton balls as wool) (Every child can have a sheep and hide it from Bo Peep)

"There Was a Little Girl" with paper plate puppet from Hunt, Tamara. Pocketful, p. 67.

(Any or all of these may be used--see following pages for further instructions)

FLANNELBOARD STORIES: Can make flannelboard of "Old Mother Hubbard" or make storycards of the rhyme, taking two paperback copies of DePaola's version and mounting them on posterboard.

or "Three Little Kittens" (patterns following) from: Peterson, Carolyn and Brenny Hall. Story Programs: a Source Book of Materials. Metuchen, N.J.: Scarecrow Press, 1980, pp. 39-45.

SONGS: "Old MacDonald Had a Farm"

Note: Can be done with paper bag puppets of the different animals -- patterns for them can be found in the Peterson book above, pp.171-182.

"Mary Had a Little Lamb" with lamb puppets (see craft)

ACTIVITIES/CRAFTS: Have a snack: crackers with honey (The Big Honey Hunt) or gingerbread cookies (Gingerbread Man)

Make lamb puppets (with mamas) (see following pages)

FILMS: Gingerbread Man - 10 min. p, el - LSL

Jack and the Beanstalk - 10 min., p, el - LSL

OTHER SUGGESTIONS: If you have an old fashioned shoe or boot, use for the "Old Woman Who Lived in the Shoe." Use playschool children and any old woman small puppet. Or, if you don't have a boot, make one out of felt with pockets for the children. Also see Hunt, Pocketful, p.69 for one made from a paper bag with fingerpuppets made by the children.

Make a 'Christmas Pie' for "Little Jack Horner" out of a foil pie plate with a beige felt top. Attach a small piece of Velcro to the inside bottom of the plate, color a styrofoam small ball purple and carve out a small depression for your thumb. Presto! a plum for Jack's pie!

ROOM DECORATION: Mother Goose bulletin board (see following pages).

Eensy, Weensy Spider

Eensy, weensy spider
(Let opposite thumbs and index fingers climb up each other.)
Climbed up the waterspout.
Down came the rain
(Let hands sweep down and open wide.)
And washed the spider out.
Out came the sun
(Form circle over head with arms.)
And dried up all the rain.
So the eensy, weensy spider,
(Let opposite thumbs and fingers climb up each other again.)
Climbed up the spout again.

FIVE LITTLE PIGS

This little pig went to market;
This little pig stayed home;
This little pig had roast beef;
This little pig had none;
This little pig said, "Wee, wee!
I can't find my way home."

Introducing the Rhyme: Ask the children if their mother or father has ever played the Five Little Pigs on their toes before. "What did you like best about that game?" "What would you buy if you were the first Little Pig that went to market?" "What would you do if you stayed home?" "What could be your favorite food to eat?" Introduce your Five Little Pigs Finger Puppets.

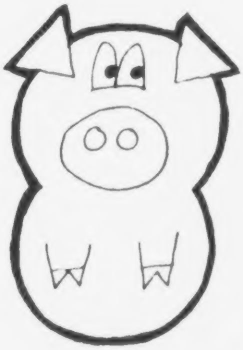
Puppetelling: Recite the rhyme using a rubber household or other glove for sticking on the Pig Finger Puppets. Fold each Little Pig down at the appropriate time. At the end of the rhyme, the only one showing should be the Little Pig.

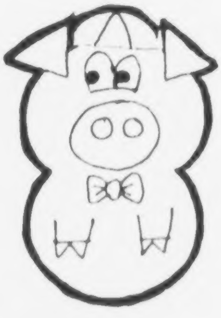
Puppetmaking: Ask each child to make a Little Pig Finger Puppet to use to find their way home.

Materials — Photocopy of Little Pig pattern; and double-stick tape.

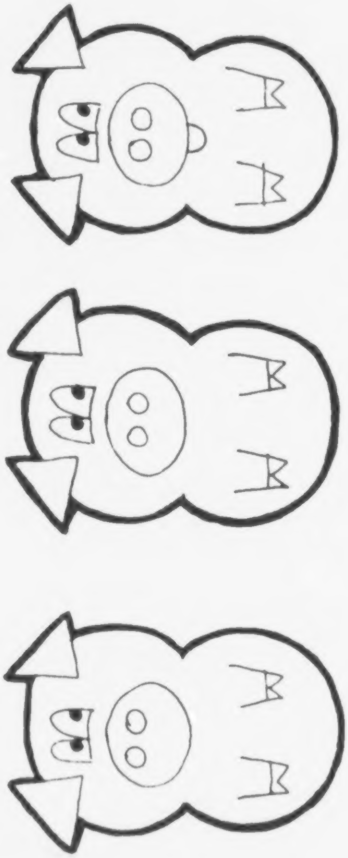
Construction — Color and cut out the Little Pig pattern. Put a piece of double-stick tape on the back and attach to child's finger.

To Make Other Pigs — Follow the same instructions as above.





Puppetizing: Invite the children back to the playing circle. Ask several of the children to stand in the middle and form one big house with their bodies. Select another child to be the Little Pig and hide somewhere in the room. All the children can say the rhyme together, and at the end, the Little Pig puppeteer can make crying sounds while trying to find its way home while going inside the house.



FIVE PIG PATTERNS

Reprinted with permission of Nancy Renfro Studios, Inc. P.O. Box 164226, Austin, TX. 78716. (512)472-2140. Write for free catalog.

HICKORY, DICKORY DOCK

Hickory, dickory, dock!
The mouse ran up the clock;
The clock struck one,
And down he'd come,
Hickory, dickory, dock!

Introducing the Rhyme: Show the children your Paper-Plate Clock. Ask them to identify the numbers on the Clock. Talk about what the children do at special times during the day.

Puppetelling: Place the Clock around your neck and show it to the children. Ask them to find the One O'Clock digit on its face. Introduce the Mouse Finger Puppet to the children. Stand up and recite the rhyme as your Mouse runs up and down the Clock. Change the arms on your Clock to a different time. Repeat the poem, substituting the new time. Do not be concerned if the numbers do not rhyme within the verse.

Puppetmaking: Have each child create a Mouse Finger Puppet to help in telling time.

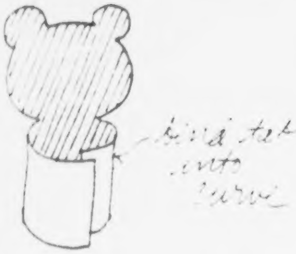
Materials — Photocopy of Mouse pattern; and coloring medium.

Construction — Cut out and color the Mouse pattern. Bend tabs into a tube shape to fit finger and glue together.

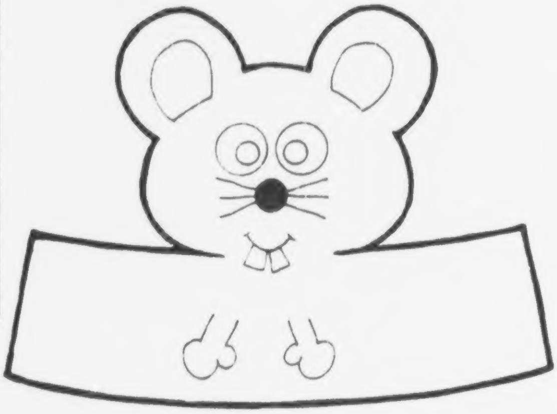
To Make Clock — Cut out two paper hands. Attach the center of a paper plate with paper fastener. Mark numbers on Clock. Staple a length of ribbon to top and tie around neck.

Puppetizing: Gather the children around the playing circle. Invite them one at a time to make their Mouse run up and down your Clock. Let each child select a new time on the Clock for the Mouse.

Expand the activity by letting each Mouse find something else in the room to run up and down when the Clock strikes one. (A door, another child, a toy structure, etc.).



MOUSE PATTERN



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THERE WAS A LITTLE GIRL

There was a little girl,
Who had a little curl,
Right in the middle of her forehead.
When she was good,
She was very, very good,
But when she was bad she was horrid!

Introducing the Rhyme: Ask the children, "What does it mean when someone is a 'good' person?" "When someone is a 'horrid' person?" Talk about things the children do that make them feel "good" or "horrid" about themselves.

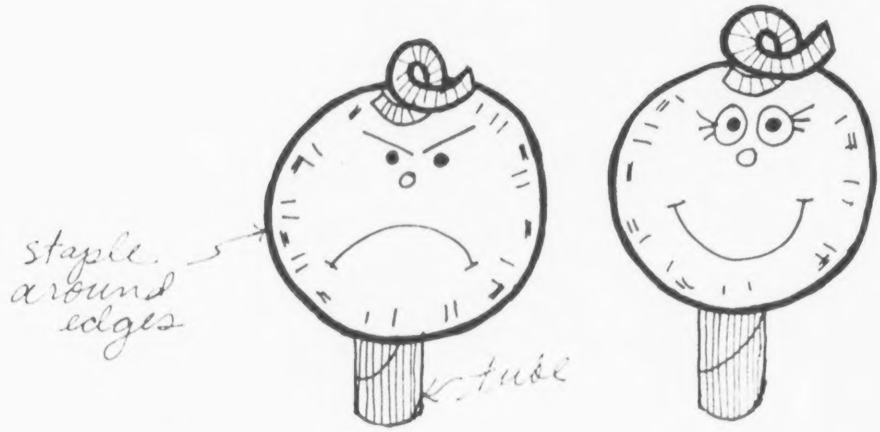
Puppetelling: Using a Turn-A-Round Paper-Plate Puppet, recite the rhyme with the "good" face showing and turn the puppet around to show the "horrid" face at the end.

Puppetmaking: Ask the children to make Turn-A-Round Puppets of themselves looking "good" on one side and "horrid" on the other.

Materials – Two paper plates; cardboard towel tube (optional); construction paper, and paper or wood shaving curls.

Construction – Put the two paper plates together and staple around the outer edges leaving the bottom edge open for inserting the hand, or glue a cardboard tube up inside, between the plates, as a rod control. Attach a curl to top of head. Create a "good" face on one side and a "horrid" face on the other.

Puppetizing: Call the children back to the playing circle and recite the rhyme with each child holding up the appropriate side of his or her puppet. (Change the gender of the poem to suit boys or girls). Upon completion of each recitation, have the child express one "good" deed the puppet can do with the group such as hug someone, share something, or say, "I like you."



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Austin, TX. 78716. (512)472-2140. Write for free catalog.

The Three Little Kittens

Three little kittens lost their mittens,
And they began to cry,
"Oh, mother dear, we very much fear
Our mittens we have lost."
"What! Lost your mittens!
You naughty kittens!
Then you shall have no pie."
"Mee-ow, mee-ow, mee-ow."
"No, you shall have no pie."

The three little kittens found their mittens,
And they began to cry,
"Oh, mother dear, see here, see here!
Our mittens we have found."
"Put on your mittens,
You silly kittens,
And you shall have some pie."
"Purr, purr, purr,
Oh, let us have the pie!"

The three little kittens put on their mittens,
And soon ate up the pie.
"Oh, mother dear, we greatly fear
Our mittens we have soiled!"
"Soiled your mittens!
You naughty kittens!"
Then they began to sigh,
"Mee-ow, mee-ow, mee-ow."
And they began to sigh.

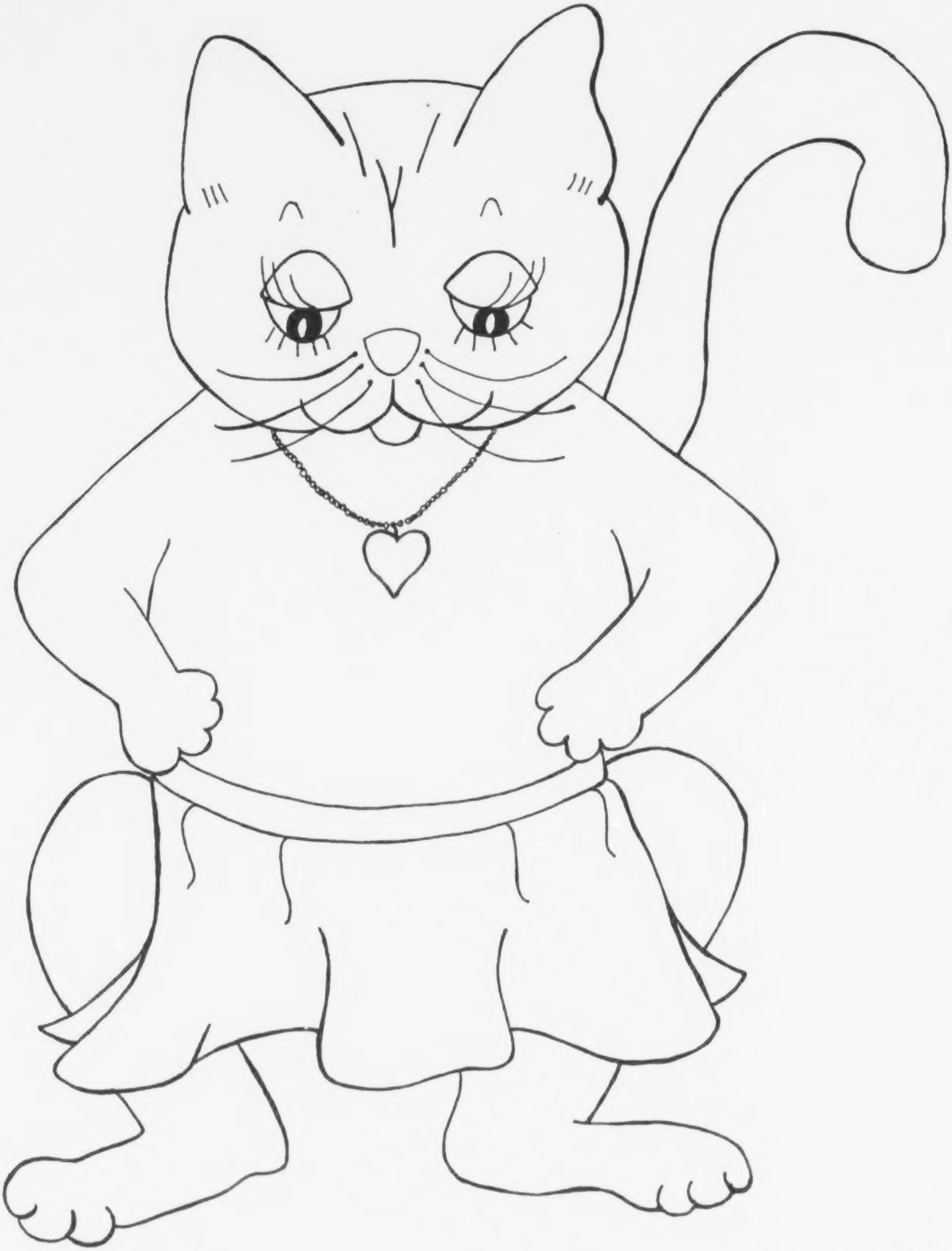
The three little kittens washed their mittens,
And hung them up to dry.
"Oh, mother dear, do you not hear
Our mittens we have washed?"
"What! Washed your mittens!
You darling kittens,
But I smell a rat close by.
Hush! Hush! Mee-ow, mee-ow."
"We smell a rat close by."

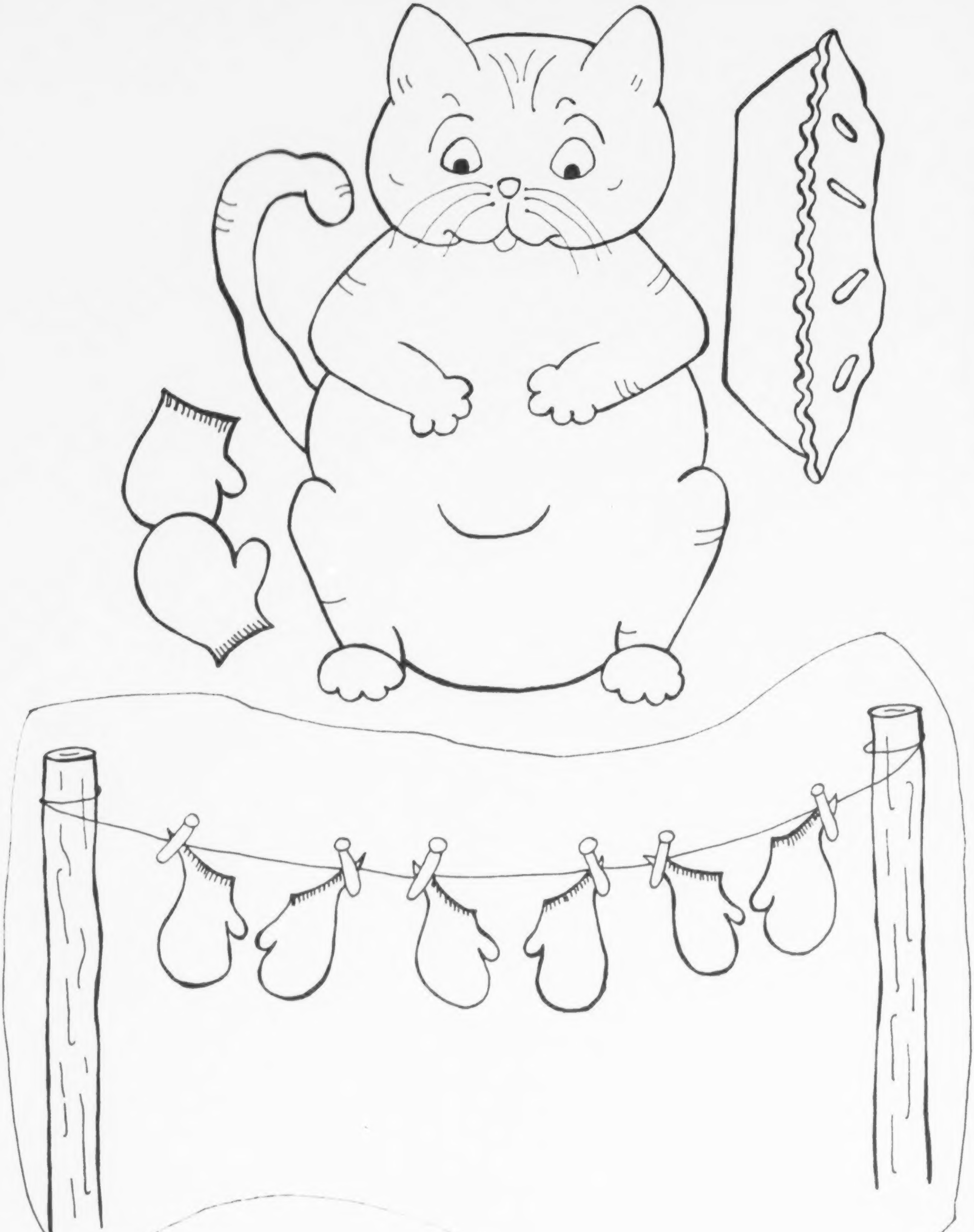
--Unknown

Trace the characters onto posterboard or heavy paper making three sets of mittens. Color as desired and outline in black, using crayons or felt tip pens. To have the kittens actually wear their mittens, put a small square of velcro between the kittens' paws and color the velcro to match their fur. Put another small square of velcro on the back of each pair of mittens.

Place the mother and three kittens on the board before you start; then say the first stanza. Place the mittens on the kittens at "Oh, mother dear, see here, see here" in the second stanza. Place the pie on the board at "And you shall have some pie" in the second stanza. Remove the pie at "And soon ate up the pie" in the third stanza. Take off the mittens at the beginning of the fourth stanza, and put up the mittens on the clothes line to end the story.

Peterson, Carolyn Sue and Brenny Hall. Story Programs: A Source Book of Materials. Metuchen, N.J.: Scarecrow Press, 1980. pp. 39 - 45.





Paper Puppet

The kids can carry these lamb puppets in a pocket or a purse.

You Will Need:
paper (8 ½"x11")
cotton balls
crayons
paper scraps
glue

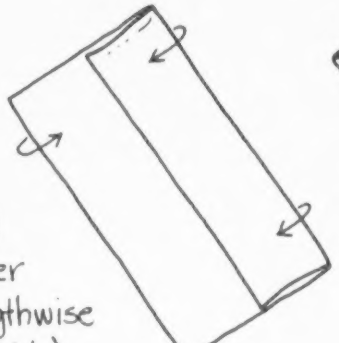
Here's What To Do:

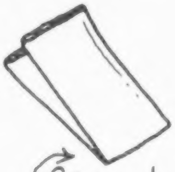
1. Give each child one piece of paper, several cotton balls, some crayons, paper scraps, and glue to share.

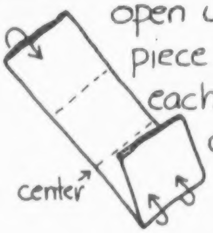
2. Ask the children to fold the paper lengthwise in thirds as shown.

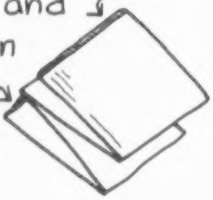
3. Next, have them fold the paper in half lengthwise, then fold each end back toward the fold as shown.

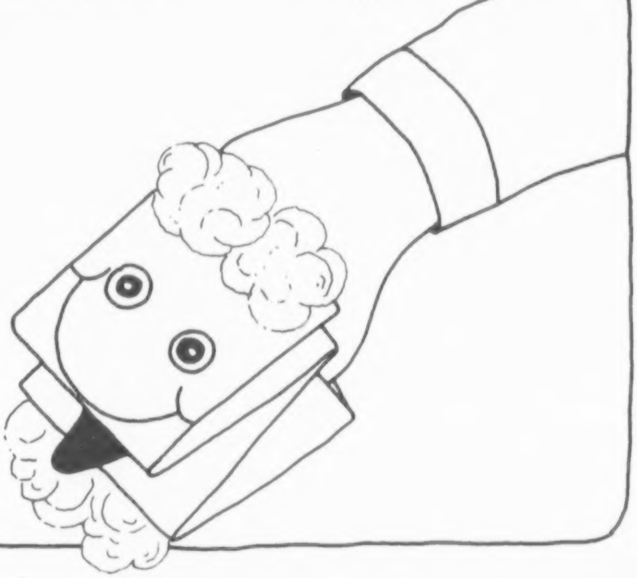
4. The children can now draw faces and glue on the cotton balls and paper scraps to complete their "little lambs."


fold
paper
lengthwise
(2 folds)


fold in half


open up folded piece and bring each end to the center fold
center

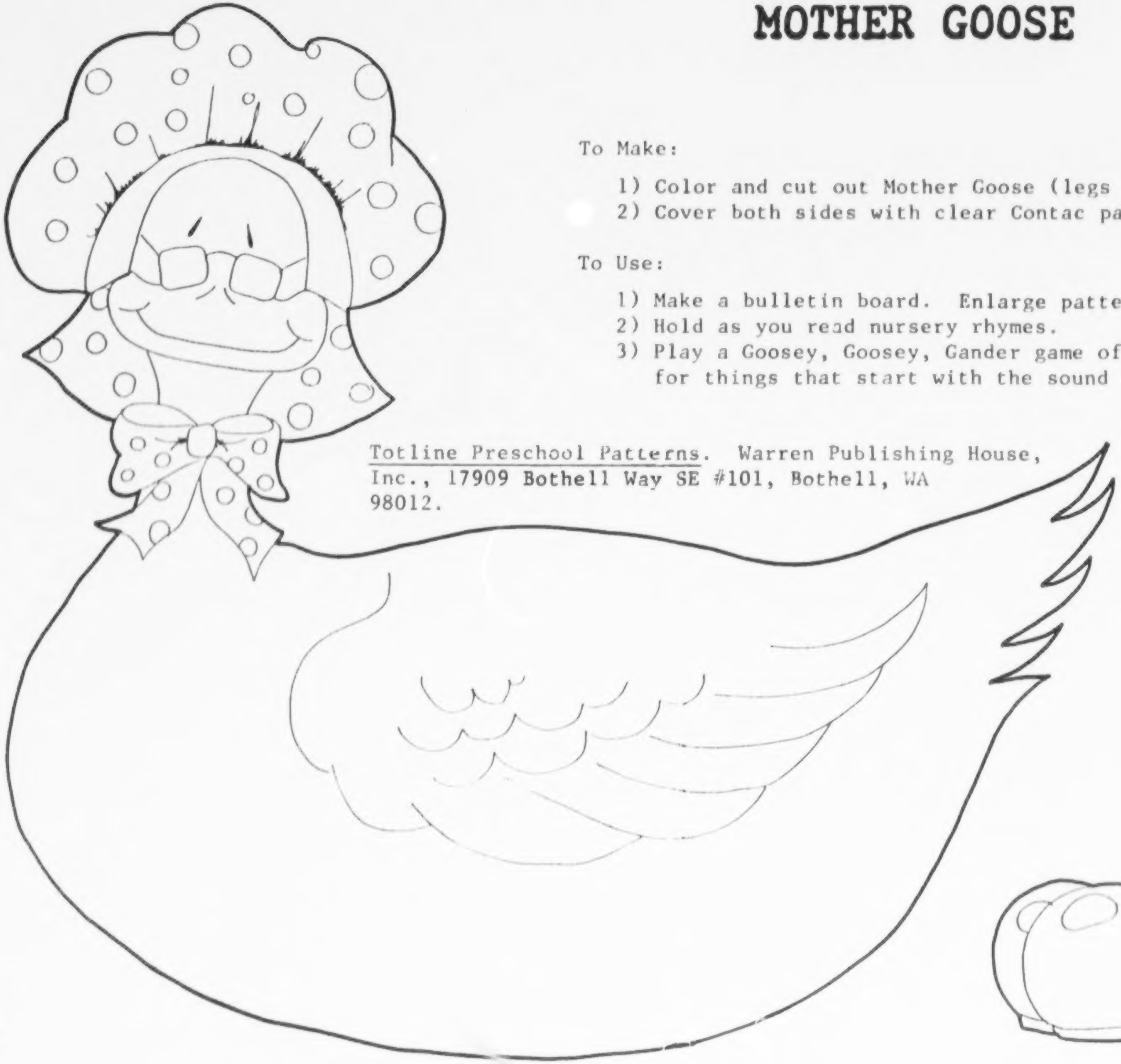

insert fingers in top section and thumb in bottom section



WOODEN SPOON PUPPET INSTRUCTIONS

Materials needed:	large wooden spoon, 10" square of fabric, rubber band, yarn, felt-tip markers, needle and thread, pencil
Construction:	Attach square of fabric to spoon just below the bowl, with the rubber band. Let cloth drape down to cover the handle of the spoon (and the puppeteer's hand.) This is the puppet's dress. Draw facial features on the back of the bowl of the spoon. Bring top strands of yarn down over forehead, gluing to spoon. To make curls of the longer yarn, wrap yarn around the pencil to the length of curl desired (about 2"). Run the threaded needle through each strand of yarn on two or three sides of the pencil. Knot thread to fasten tightly. Slide curl from pencil and glue at side of spoon head. Repeat until you have enough curls to make a full head of hair.

MOTHER GOOSE



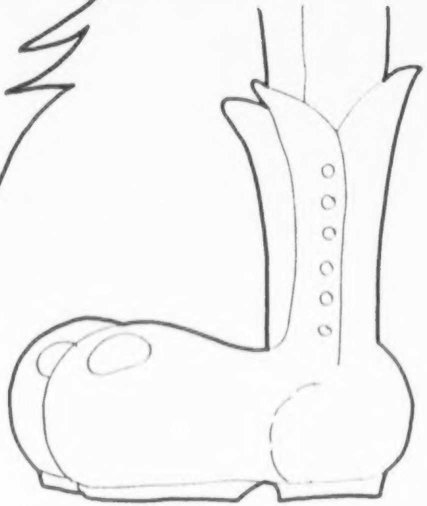
To Make:

1) Color and cut out Mother Goose (legs optional).
2) Cover both sides with clear Contac paper.

To Use:

1) Make a bulletin board. Enlarge pattern.
2) Hold as you read nursery rhymes.
3) Play a Goosey, Goosey, Gander game of looking for things that start with the sound of "G".

Totline Preschool Patterns. Warren Publishing House,
Inc., 17909 Bothell Way SE #101, Bothell, WA
98012.



THEME: Row, Row, Row Your Boat!

AGE RANGE: Toddlers

BOOKS: Allen, Pamela. Who Sank the Boat? (Use the book or tell the story with the aid of fingerpuppets. Fingerpuppet patterns for the story's characters are found in Finger Puppet Tales, by Betty Keefe. (Omaha, Nebraska: Special Literature Press, 1986).

or

Burningham, John. Mr. Gumpy's Outing.

Ginsburg, Mirra. Four Brave Sailors. Ilus. by Nancy Tafuri.

Rockwell, Anne. Boats.

POEM: "Where Go the Boats?"

Dark brown is the river
Golden is the sand.
It flows along for ever,
With trees on either hand.

Green leaves a-floating
Castles of the foam,
Boats of mine a-boating--
Where will all come home?

On goes the river
And out past the mill,
Away down the valley,
Away down the hill.

Away down the river,
A hundred miles or more,
Other little children
Shall bring my boats ashore.

- Robert Louis Stevenson

OTHER BOOKS: Graham, Thomas. Mr. Bear's Boat.

SONG: "Row, Row, Row Your Boat"

CUT AND TELL STORY: Frankie's Boat (see following pages)

FAVORS: (see following pages)

Sailor to color and cut

Boat to color and cut

Balloon Boat

Big Bub

FINGERPLAYS: "Here is the Sea" From: Kidstuff, v. 1, #1, "Fishing p. 4. (see following pages). Also, "Motor Boat," - Trad. (Follows)

ACTIVITY: "Meet the Boats" From: Nichols, Judy. Storytime for Two Year Olds. American Library Assoc., 1987. p. 33. (See following pages)

FRANKIE'S BOAT -- AN ORIGAMI STORY

(adapted version of an anonymous story using the art of paper folding)

Directions for folding the hat and the ship in the story are included after the story (see next page). The hat and them the ship are folded during the first part of the story as they are mentioned. The rest of the directions for telling the story are written below with the story.

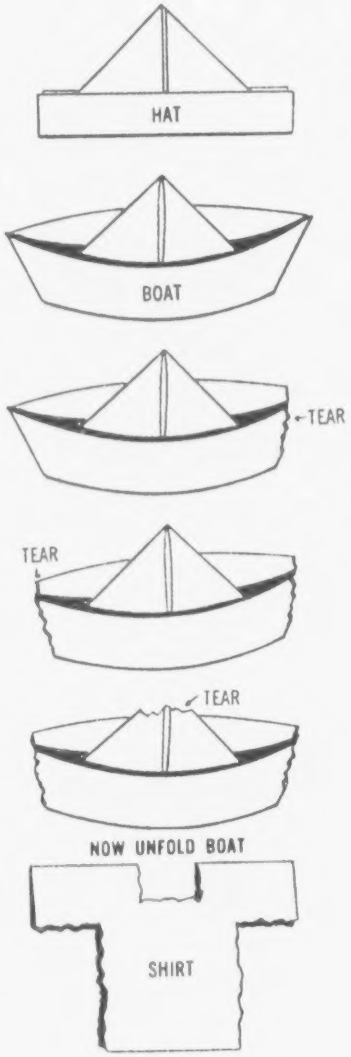
There was a small boy named Frankie. He loved to pretend. He'd often pretend that he was a cowboy. Sometimes he'd pretend he was a firefighter. He'd save all the people from the burning buildings and always extinguish the fires single-handed. Today Frankie decided to be a pirate. The first thing he did was to put on his *pirate's hat. (Show hat.)*

After he put on his hat, he started down to the beach so he could get into his *boat* and set sail for great adventures. For a while all was quiet. The sun was shining, and he sailed along enjoying the day. *(Show boat.)*

Suddenly a big wind blew. The waves rose up high around Frankie's boat, and it rocked back and forth. A waterspout whirled round and round the boat. This time it got too close. The twister ripped off the front of Frankie's boat, then it twirled around and ripped off the back of the boat.

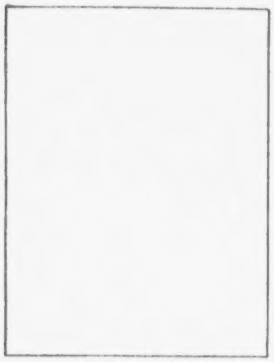
Finally before it blew off into another direction, the wind ripped off the sail on Frankie's boat.

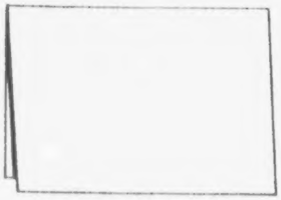
Frankie landed safely on shore in spite of what happened to his boat. He was wet and tired. His hat was lost and his boat was ruined. The only thing that was left from his adventure that day was his *shirt*.

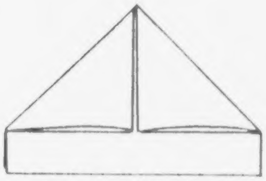


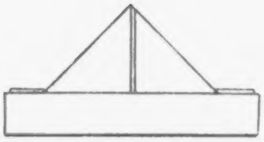
Morrow, Lesley Mandel. Super Tips for Story-Telling. The Instructor Publications, 1981. p.32.

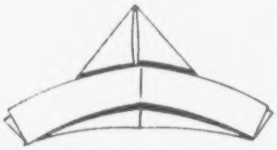
FOLD DIRECTIONS FOR HAT AND BOAT

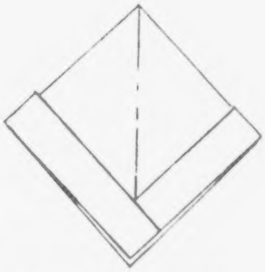

1. Start with a sheet of newspaper.

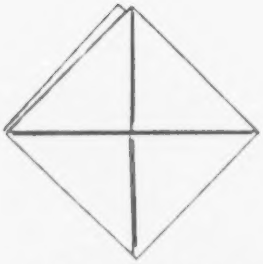

2. Fold paper in half.

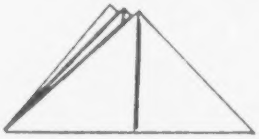

3. Fold top corners into center.

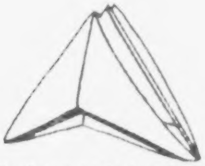

4. Fold bottom edges up for hat.

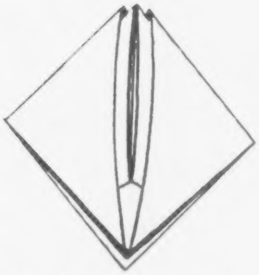

5. Bring edges together.

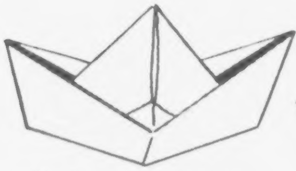

6. Flatten it sidewise.

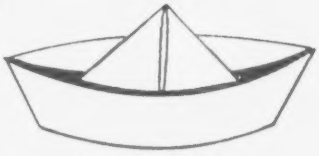

7. Bring one corner up.


8. Bring other corner up.


9. Bring ends together again.


10. Flatten it sidewise.

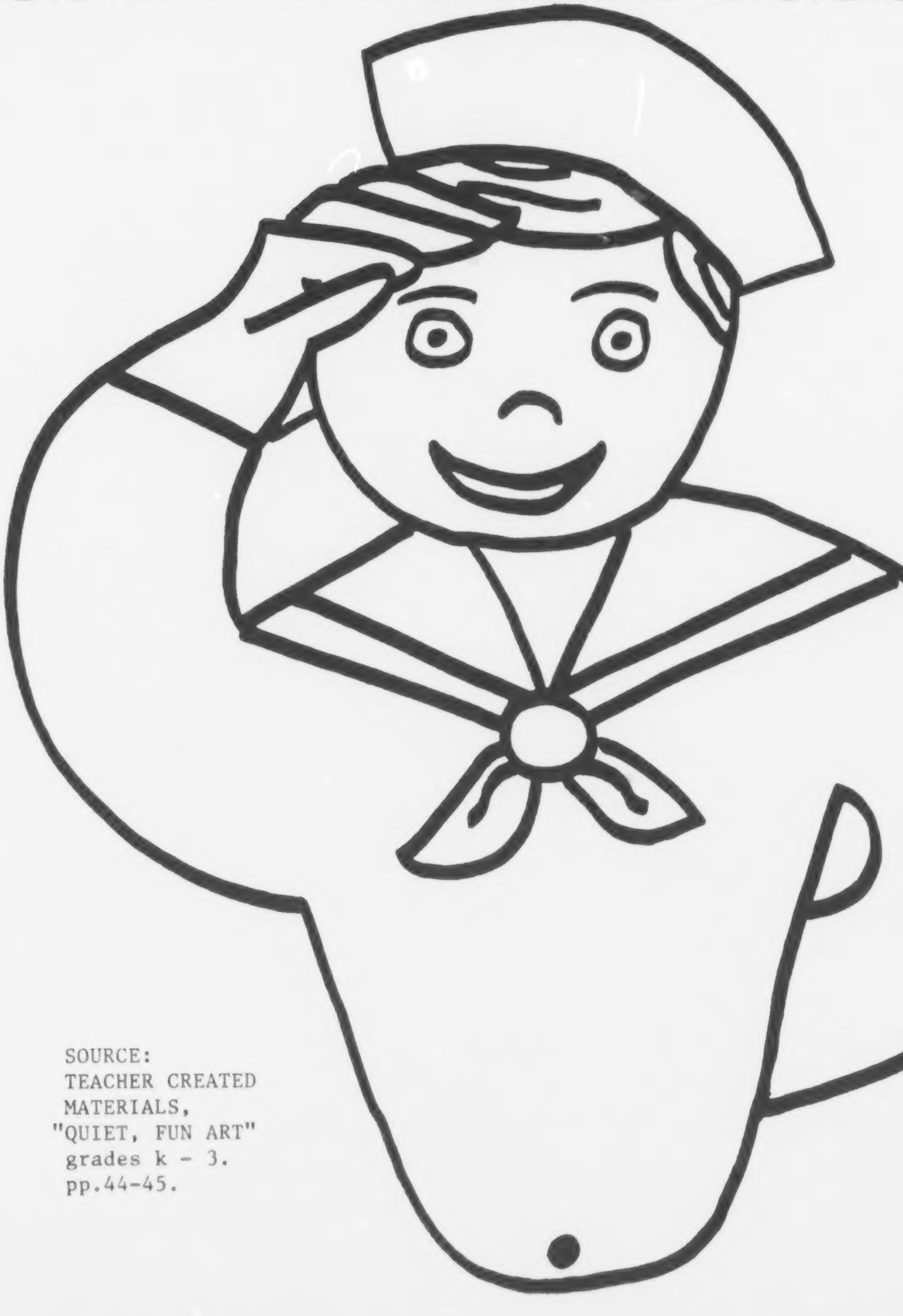

11. Gently pull ends open.


12. The boat is done.

Morrow, Lesley Mandel. Super Tips for Story-Telling. The Instructor Publications, 1981. pp. 32-33.

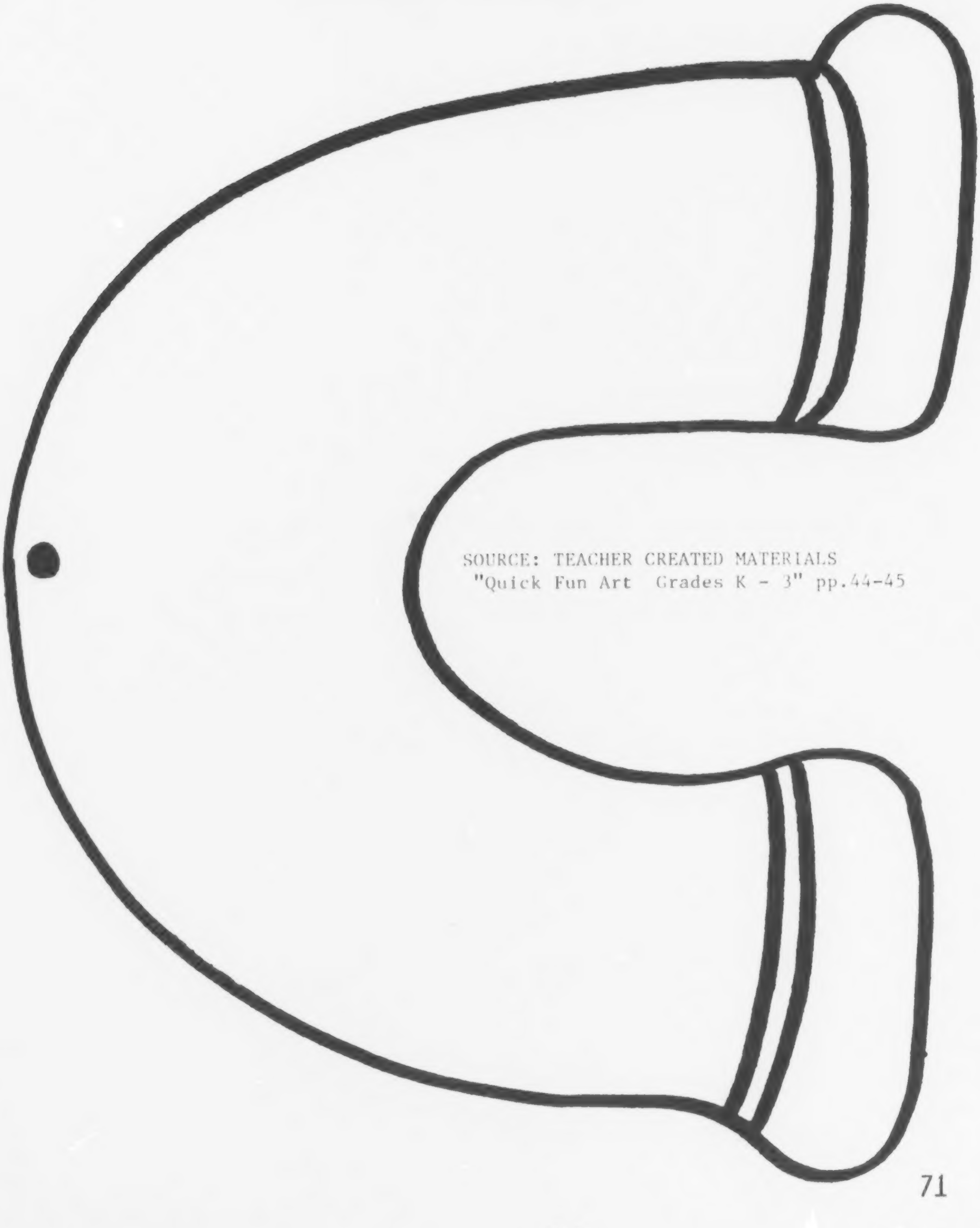
Sailor

Run on white construction paper, color, and cut out. Hook together with brad.



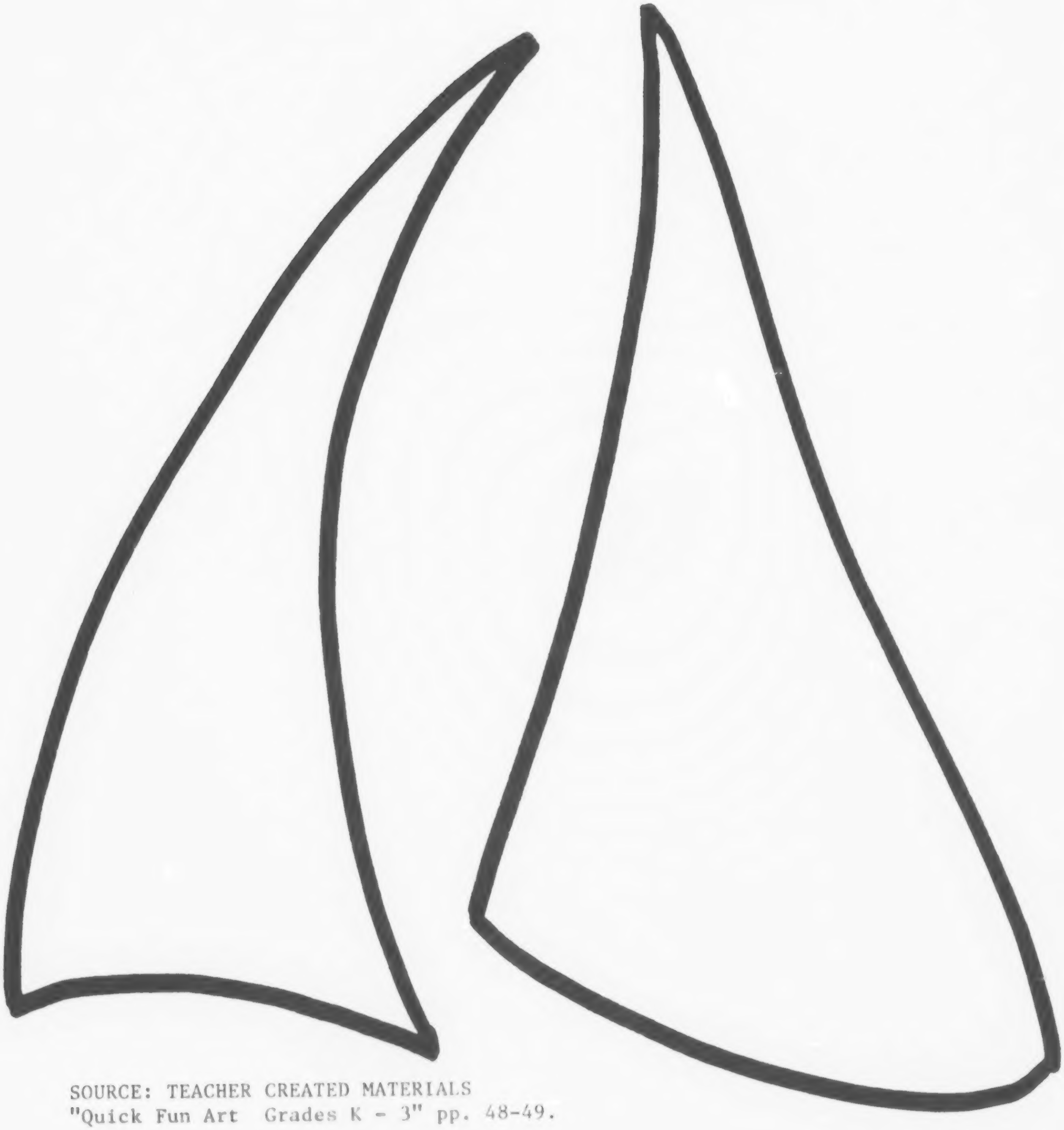
SOURCE:
TEACHER CREATED
MATERIALS,
"QUIET, FUN ART"
grades k - 3.
pp.44-45.

Sailor



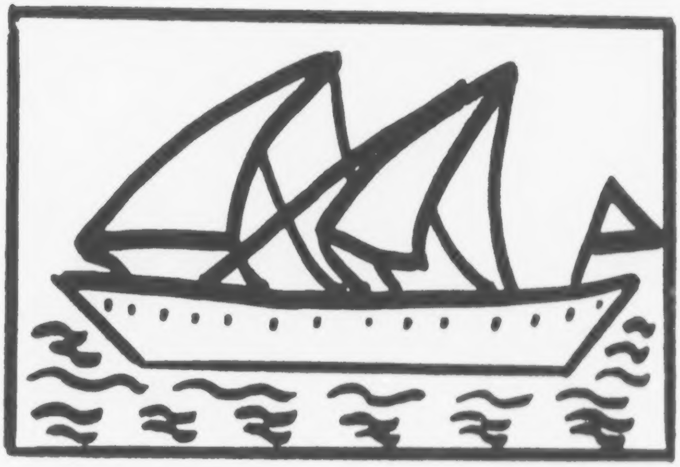
SOURCE: TEACHER CREATED MATERIALS
"Quick Fun Art Grades K - 3" pp.44-45

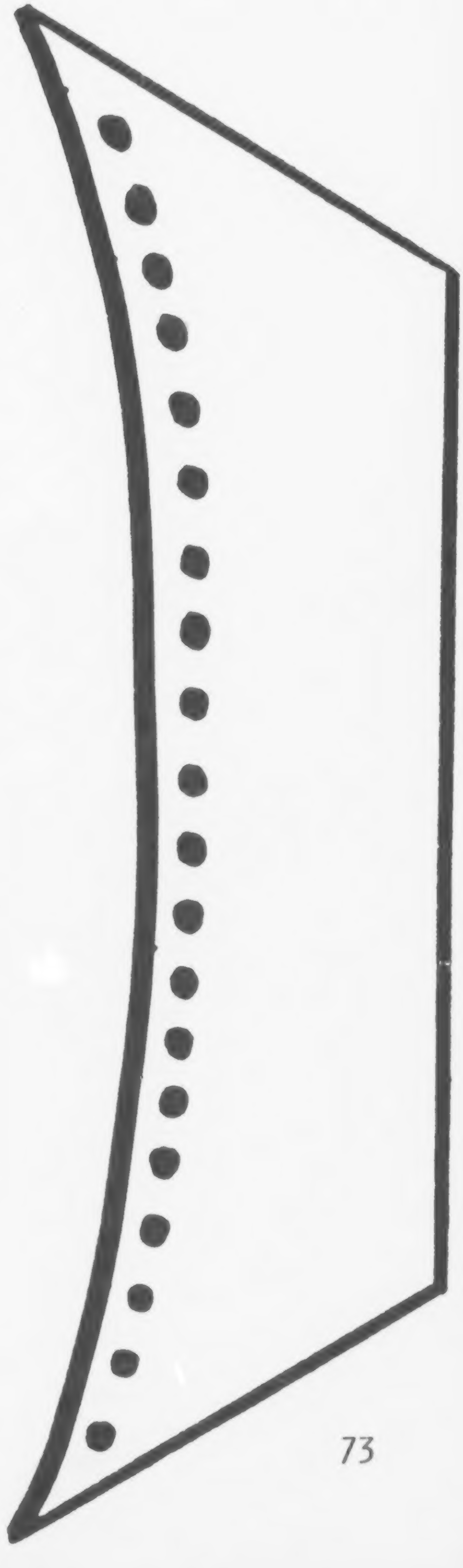
Boat



SOURCE: TEACHER CREATED MATERIALS
"Quick Fun Art Grades K - 3" pp. 48-49.

Boat





Run on white construction paper, color, and cut out.

Paste pieces on a half sheet of construction paper.

Draw lines on sails and anything else you wish.

SOURCE: TEACHER CREATED MATERIALS
"Quick Fun Art Grades K - 3" pp. 48-49.

BALLOON BOAT

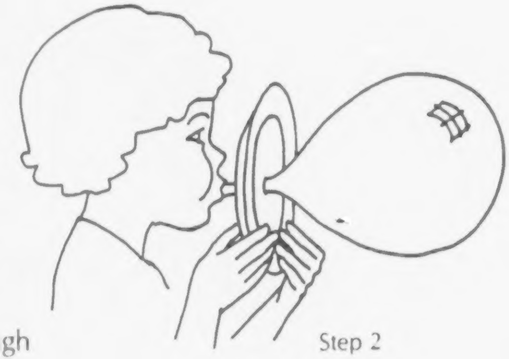
Balloon boats catch the wind but won't tip over easily.

What You Need

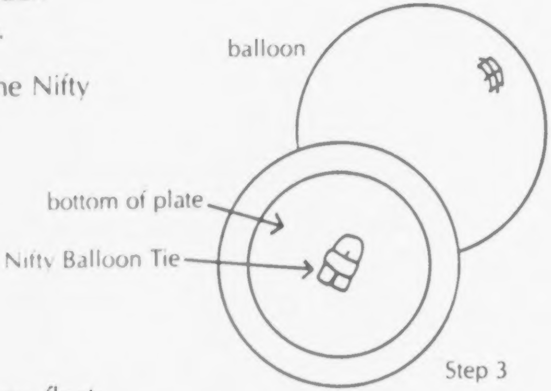
1 styrofoam plate
1 round balloon
pencil

What You Do

1. Poke a hole in the center of the plate.
2. Poke the lip of the balloon through the hole. Blow up the balloon from the back of the plate.
3. Knot the balloon, or use the Nifty Balloon Tie on page 9.



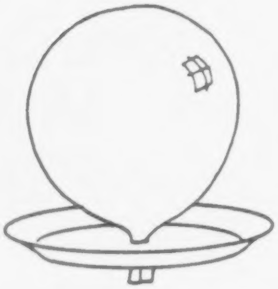
Step 2



Step 3

Float It! For an amazing party, float lots of bright Balloon Boats in a pool or lake! Race Balloon Boats by blowing on the balloons.

Experiment! Use a big sponge or a fast-food carton instead of a plate.



Source: Easy-to-Make Water Toys That Really Work, by Mary & Dewey Blocksma, copyright (c) 1985. Reprinted by permission of the publisher, Prentice-Hall, Inc., Englewood Cliffs, New Jersey.

BIG BUB

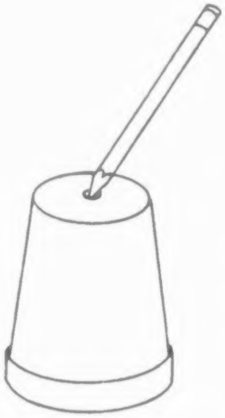
This bubbler blows huge bubbles, and it's super-easy to make!

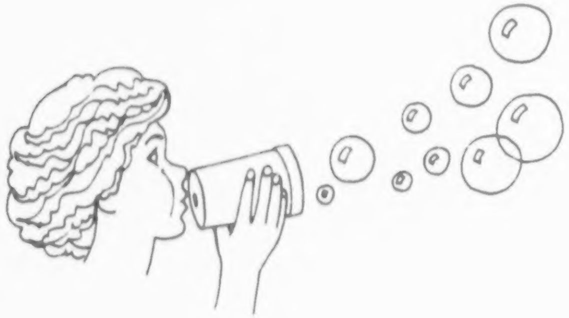
What You Need

1 styrofoam cup pencil

What You Do

Poke a hole in the middle of the cup bottom.





Blow Bubbles! Dip the open end of the cup in bubble soap and blow gently through the hole.

Experiment! Make your own bubble soap: Pour 1 tablespoon of shampoo or dishwashing liquid, like Joy or Ivory, into a styrofoam plate. (DON'T use detergent for the washing machine or dishwasher.) Add 2 tablespoons of water. Mix with your finger. If it's too thick, add a little more water. And remember, never swallow ANY kind of bubble soap, homemade or the kind you buy.

Source: Easy-to-Make Water Toys That Really Work, by Mary & Dewey Blocksma, copyright (c) 1985. Reprinted by permission of the publisher, Prentice-Hall, Inc., Englewood Cliffs, New Jersey.

HERE IS THE SEA

Here is the sea, the wavy sea,
(Indicate small waves with hands).
Here is the boat and here is me,
(Cup hands for boat, point to self
for "me").
All the little fishes down below
(Put hands down low).
Wriggle their tails, and away they go.
(Wiggle fingers, then put them behind
you).

—Unknown

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"Motor Boat"

Motor boat, motor boat, goes so
slow. (stamp feet slowly)
Motor boat, motor boat, goes so
fast. (stamp feet faster)
Motor boat, motor boat, step on the
gas! (stamp feet as fast as
possible)

Traditional

MEET THE BOATS

Toot, toot, toot, (pretend to blow whistle)
chug, chug, chug,
I am a Tug...boat. (arms push and pull in piston motion)

Row, row, row, to and fro, (make a rowing motion)
I am a Row...boat.

Wind puffs, blows a gale, (blow into cupped hands)
I am a Sail...boat.

Drive fast; whee, wheee, (pretend to steer)
I am a Speed...boat.

Back and forth, people I carry, (hands move across front of body and back)
I am a Ferry...boat.

Under water, blub, blub, blub, (hands over head like surface of water)
I am a Sub...marine.

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PRESCHOOL / KINDERGARTEN

THEME: Friends are Treasures

AGE RANGE: Primary

BOOKS:
Aliki. We are Friends.
Cohen, Miriam. Best Friends.
DeRegniers, Beatrice. May I Bring a Friend?
Hillert, Margaret. Four Good Friends.
Sharmat, Marjorie. Burton and Dudley.
Sharmat, Marjorie. I'm Not Oscar's Friend Anymore.
Waber, Bernard. Ira Sleeps Over.

FILMS:
Fish is Fish. 5 min. (LSL)
Friendship and Cooperation. 16 min. (LSL)
Frog and Toad are Friends. 17 min. (LSL)
Frog and Toad Together. 16 min. (LSL)
Puff the Magic Dragon. 24 min. (LSL)

FILM STRIPS:
Creole
Muffin Muncher

ACTIVITIES:
Say, Say!
Craft: Friendship Chain
Craft: Friendship Pins
Drawing Exercize: "Three Friends"

POEMS: "We Could Be Friends"

HANDOUTS: Crossword Puzzle: "May I Bring a Friend?"

SAY, SAY!

Recite in a rhythmic, chanting manner. Additional verses can be added by replacing the word in light face **with another action such as walking, wiggling, hopping, etc. Add as many verses as you like before doing the last one. "Your" children will enjoy thinking up new actions to do!**

Say, Say!
(Clap hands as you chant words)
Move away, move away!
(Push arms out as if pushing something away)
My friend and I are marching here today.
(March up and down)

Say, Say!
(As above)
Move away, move away!
(As above)
My friend and I are running here today.

Hey, Hey!
(Clap hands as above)
Don't go away!
(Shake head back and forth)
Join the fun and play with us today!
(Make beckoning motion with arm)

SHD

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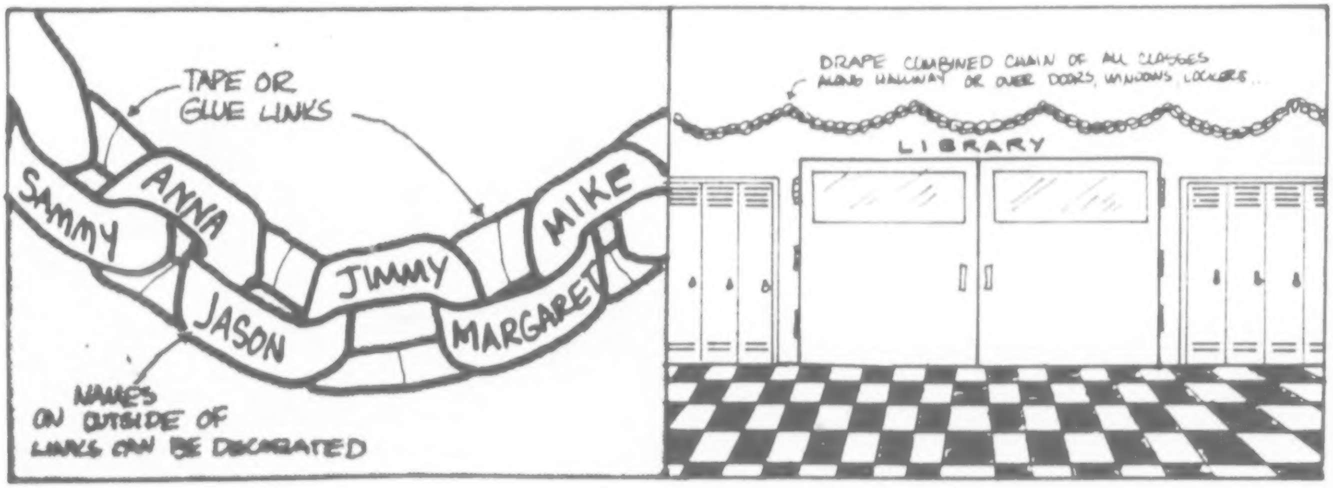
FRIENDSHIP CHAIN

MATERIALS: Pre-cut strips of multicolored construction paper, crayons, paste or stapler.

This is a simple idea that is lots of fun. Have each child print his/her name and then decorate several strips of construction paper. For young children who can not write their names, it would be best to print their names in advance, then have those children trace over their names.

Next, using paste or a stapler have the children connect their links. Then have all the children connect their links together so that a long Friendship Chain is made. Drape the chain anywhere in your work setting. Thank children for helping to make the area a friendly place to be!

The number of strips you have each child use is up to you. If you want a short chain then use two strips per child. If you want a longer chain then use more. You may want to connect all the chains of your various groups or classes to make a longer chain. If you work in a school setting, you may even want to encourage all the classes to make chains to connect. This would make a giant Friendship Chain that could be draped in a library/learning center, office, lunchroom, hallway, etc. Such a large chain would surely excite the staff and children alike! Have fun!


TAPE OR GLUE LINKS
SAMMY
ANNA
JIMMY
MIKE
JASON
MARGARET
NAMES ON OUTSIDE OF LINKS CAN BE DECORATED
DRAPE COMBINED CHAIN OF ALL CLASSES ALONG HALLWAY OR OVER DOORS, WINDOWS, LOCKERS...
LIBRARY

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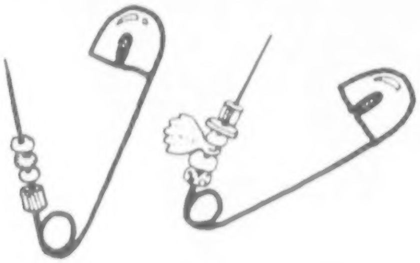
FRIENDSHIP PINS

MATERIALS: Assorted multicolored beads (about 8 beads per pin), 2 regular sized safety pins per child, and box lids.

We think "your" pre-school and primary aged kids will really enjoy this craft. Friendship pins are made by stringing beads onto a safety pin. (This craft is not for very young children who may be tempted to put the beads into their mouths!)

Have children make two pins each. One to keep and one to give to a friend or someone that they would like to be friends with.

Any kind of beads can be used as long as the hole is large enough to fit onto a regular sized safety pin. Check at your local craft stores. You'll be surprised at the selection. Prices are reasonable, and styles plentiful, like colored Indian beads, faceted beads, beads shaped like flowers, shells, fruit, etc., even tiny buttons or charms can be used, too. Mix and match at will. Most children like to be creative and devise their own unique pins. In some localities colors have meaning like: Red — friend, Yellow — happy, Orange — buddy, Blue — Best Friend, and even enemy (!) — Green.



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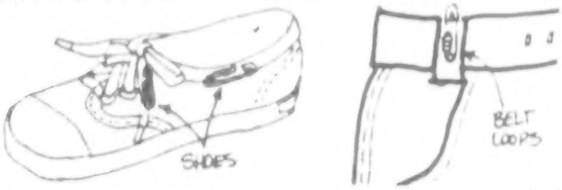
You can make a pin for each child, too. The children will love receiving a friendship pin from you.

For ease in handling, put the beads in box lids of any sort. In that way children can work with the beads in a contained area.



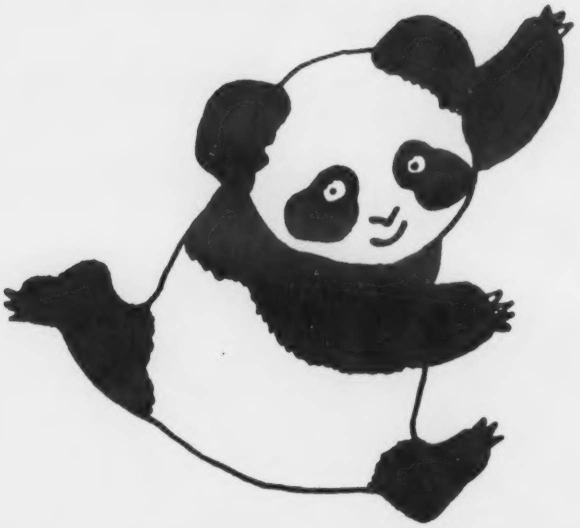
Wear the pins anywhere! Like from the belt loops on jeans to the laces on sneakers. Children love to collect as many of these as they can!

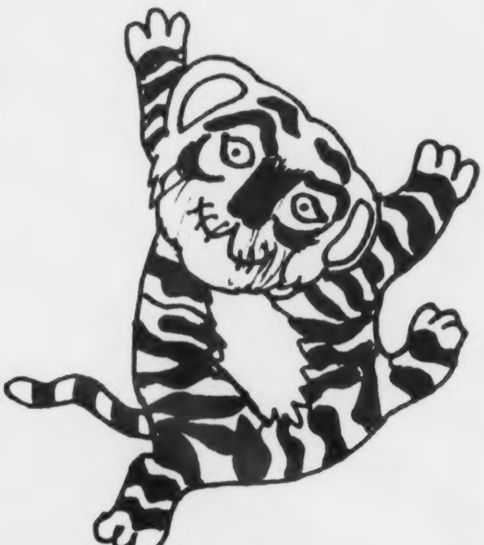
THREE FRIENDS, illustrated by Jose Aruego and Ariane Dewey, Windmill, 1975 (ages 4-7)

Three animals, Leo the tiger, Milton the panda, and Herman the octopus, meet and become friends, doing all of the things friends do - laughing, crying, eating and playing together. They even share three short, but hair-raising adventures. "The Adventure of the Mysterious Snowman, The Adventure of the Haunted House, and The Adventure of the Sunken Treasure". Jose Aruego's sequential drawings are filled with action and humor. This is a delightful book to use just for the sharing of the fun it contains and as an introduction to Robert Kraus's other books which feature Leo, Milton and Herman.

Activity:

Call attention to the three exciting adventures shared by the friends. Have the children notice how different the settings are for each adventure. Ask students to suggest other settings which might provide the background for their own adventure stories featuring the three friends. (Examples: The Adventure of the Desert Critter, The Adventure of the Man from Mars, The Adventure of the Disappearing Picnic.) Ask each child to decide on a new adventure for the three friends and draw the setting for the adventure. Reproduce each character on a ditto master. Children should color and cut out the characters and place them in the new settings. Let each child show his illustration and tell the class about his adventure!





From Having Fun With Books, by
Robert Kraus, compiled by Nancy Polette.
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WE COULD BE FRIENDS

We could be friends
Like friends are supposed to be.
You, picking up the telephone
Calling me
  to come over and play
  or take a walk,
  finding a place
  to sit and talk,
Or just goof around
Like friends do,
Me, picking up the telephone
Calling you.

Myra Cohn Livingston

From THE WAY THINGS ARE AND OTHER POEMS by Myra Cohn Livingston.
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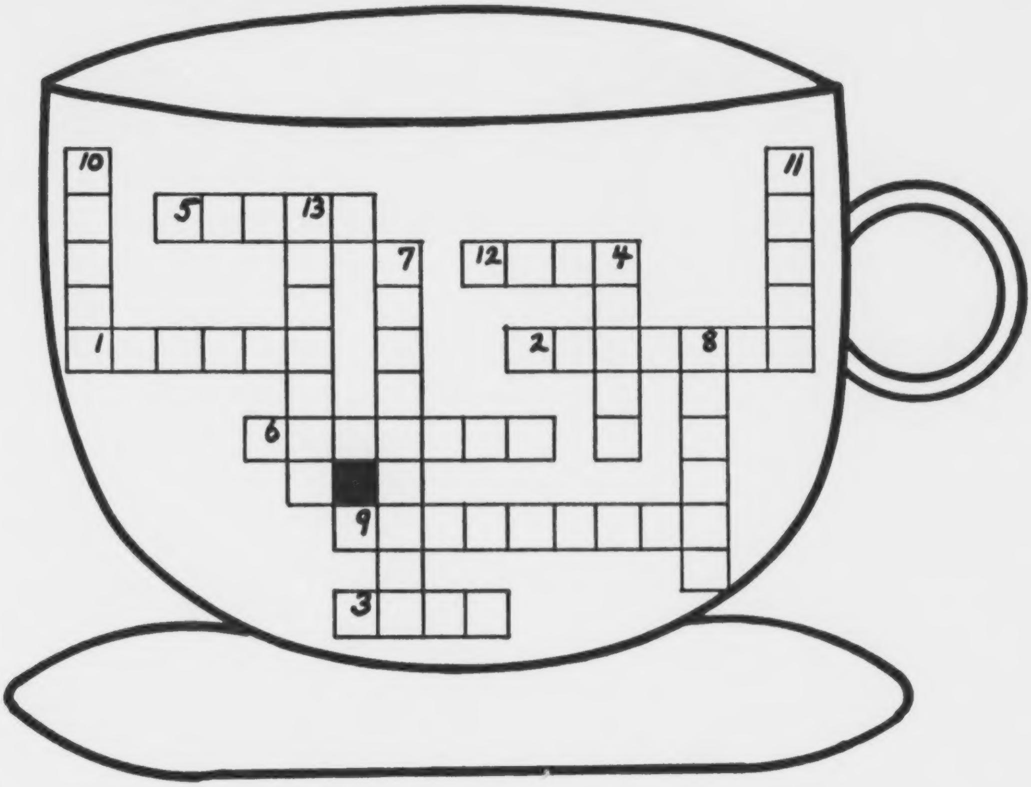
May I Bring a Friend? by Beatrice Schenk de Regniers (1965)
illustrated by Beni Montresor



1. The King and Queen invited me to come for tea on ________.
2. I brought my friend, the ________.
3. On Monday, the King and Queen invited me to come and eat ________ for dinner.
4. I brought a hippopotamus, my very ________ friend.
5. The King and Queen invited me for ________ on Tuesday.
6. I brought my friends, the ________.
7. On Wednesday, the King and Queen invited me for ________.
8. I brought my ________, the elephant.
9. The King and Queen invited me for ________ on Thursday.
10. I brought my friends, the ________.
11. I was invited on Friday for ________ Pie Day.
12. I brought my friend, the ________.
13. On Saturday, we all had tea at the ________.

From HOOKED ON READING!, by Marguerite Lewis, illustrated by Pamela J. Kudla. Copyright © 1986. Reprinted by permission of the publisher, The Center For Applied Research in Education, Inc., West Nyack, New York.

THEME: High Jinks On the High Seas!

AGE RANGE: PS - K

BOOKS:

Domanska, Janice. If All the Seas Were One Sea. (Could be easy flannelboard)

Himmelman, John. Montigue On the High Seas.

Samton, Sheila. Beside the Bay.

Sendak, Maurice. Where the Wild Things Are.

OTHER BOOKS:

Bowden, Joan Chase. Why the Tides Ebb and Flow.

Devlin, Harry. The Walloping Window Blind: an Old Nautical Tale. (for older children)

Faulkner, Matt. The Amazing Voyage of Jackie Grace.

Kellogg, Steven. Island of the Skog.

Lindgren, Barbro. The Wild Baby Goes to Sea.

Peet, Bill. Cyrus, the Unsinkable Sea Serpent.

Slobodkin, Louis. The Little Mermaid Who Could Not Sing.

POEMS:

Field, Eugene. Wynken, Blynken and Nod. Illustrated by Susan Jeffers. N.Y.: Dutton, 1982.

"The Owl and the Pussycat" from: Sierra, Judy. The Flannelboard Storytelling Book. N.Y. : Wilson, 1987. pp. 116-121.

"The Fish With the Deep Sea Smile" by Margaret Wise Brown, from: Sierra, Judy. The Flannelboard Storytelling Book. N.Y. : Wilson, 1987.

FINGERPLAY: "Two Little Boats"

Two Little boats are on the sea, (Hold hands, palms upwards, gently cupped)

All is calm as can be. (Rock gently)
Gently the wind begins to blow, (Hum softly)
Two little boats rock to and fro. (Move hands a little more)
Loudly the wind begins to shout, (Loudly, 0000000-0000000)
Two little boats are tossed about. (Move hands violently up and down)

Gone is the wind, the storm, the rain, (Hum softly again)
Two little boats sail on again. (Move hands gently again)

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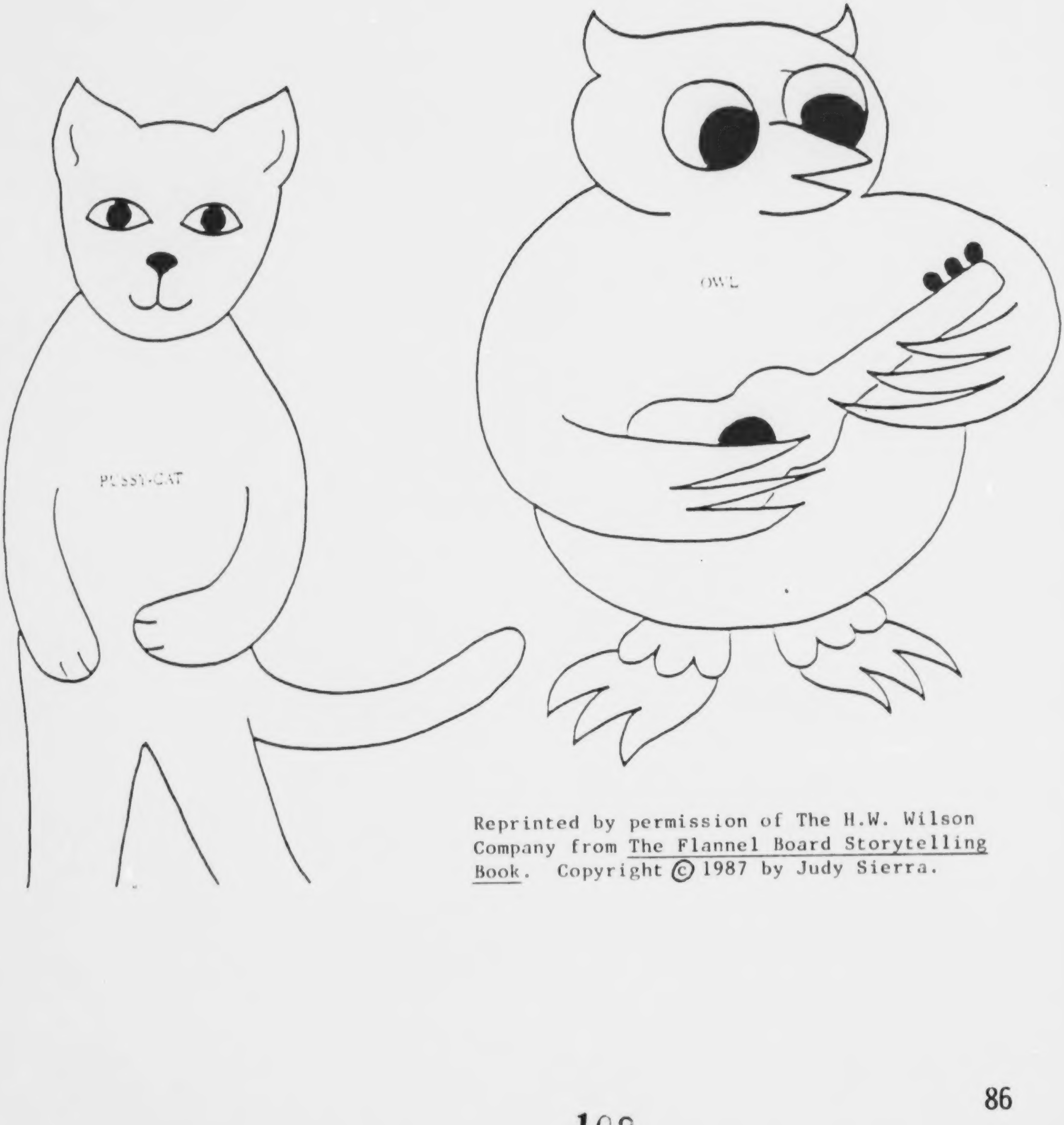
ACTIVITIES: "If All the Seas Were One Sea" (can do after reading the book)

"I Love to Row"

(for both see following pages)
From: Kidstuff Magazine, v. 1, #1, "Fishing," p. 6.

or	Tell the paper folding story, Frankie's Boat, and teach children how to make a boat out of newspaper (see story with Toddler Planner, "Row, Row, Row Your Boat")
SONGS:	"Jack Was Every Inch a Sailor," from: Sharon, Lois and Bram. Elephant Show Record. A and M Records, 1986.
or	"Down By the Bay" with book of same title by Raffi, illus. by Nadine Westcott.
or	See following pages for more sea songs.
FLANNELBOARD:	"The Fisherman and His Wife," (See following pages) (Use with older children)
CRAFTS (OR HANDOUTS):	Skeeter Boats Ready Rider Tropical Penny Fish (see following pages)
HANDOUT:	Boat and Anchor page (see following pages)
PUPPET PLAY:	"My Wife Makes Fish Chowder" (song with puppets and action) In Kidstuff Magazine, volume 1, number 1, "Fishing," p. 8-9.



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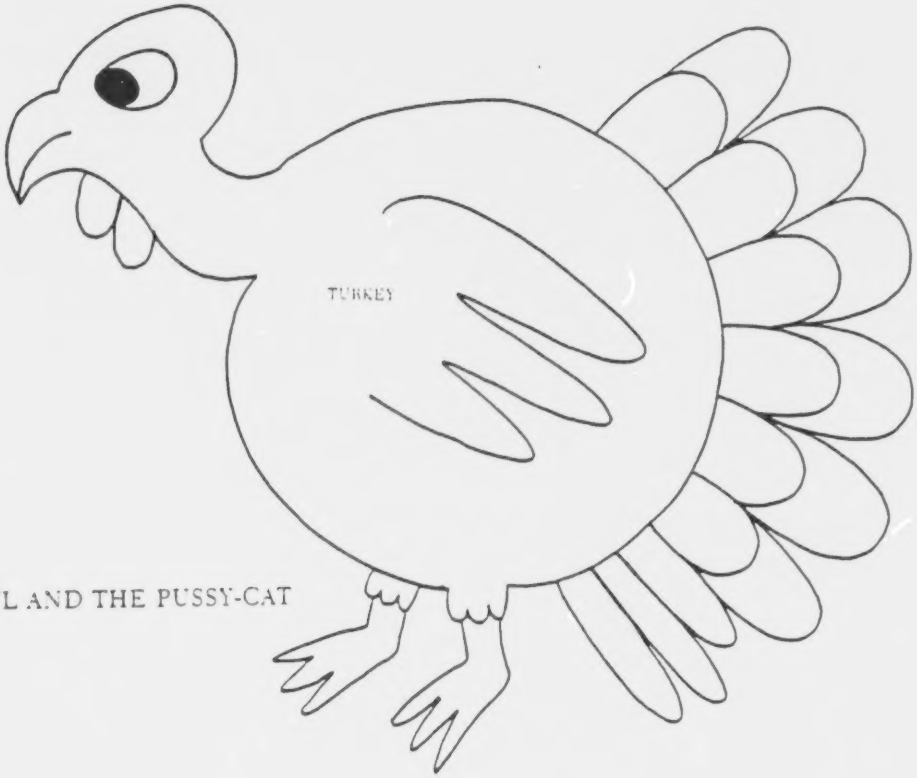
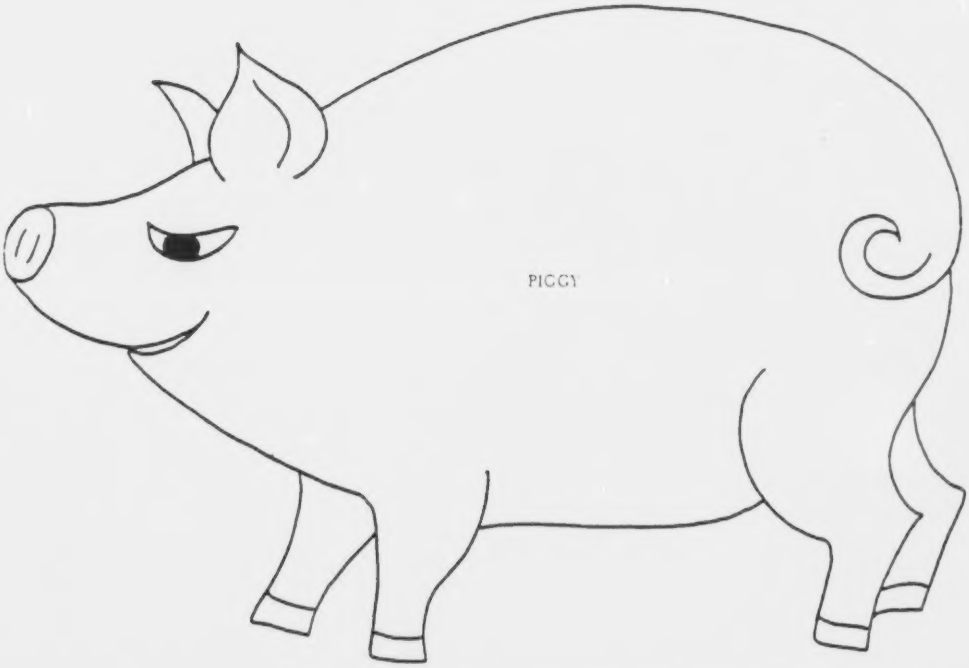


THE OWL AND THE PUSSY-CAT



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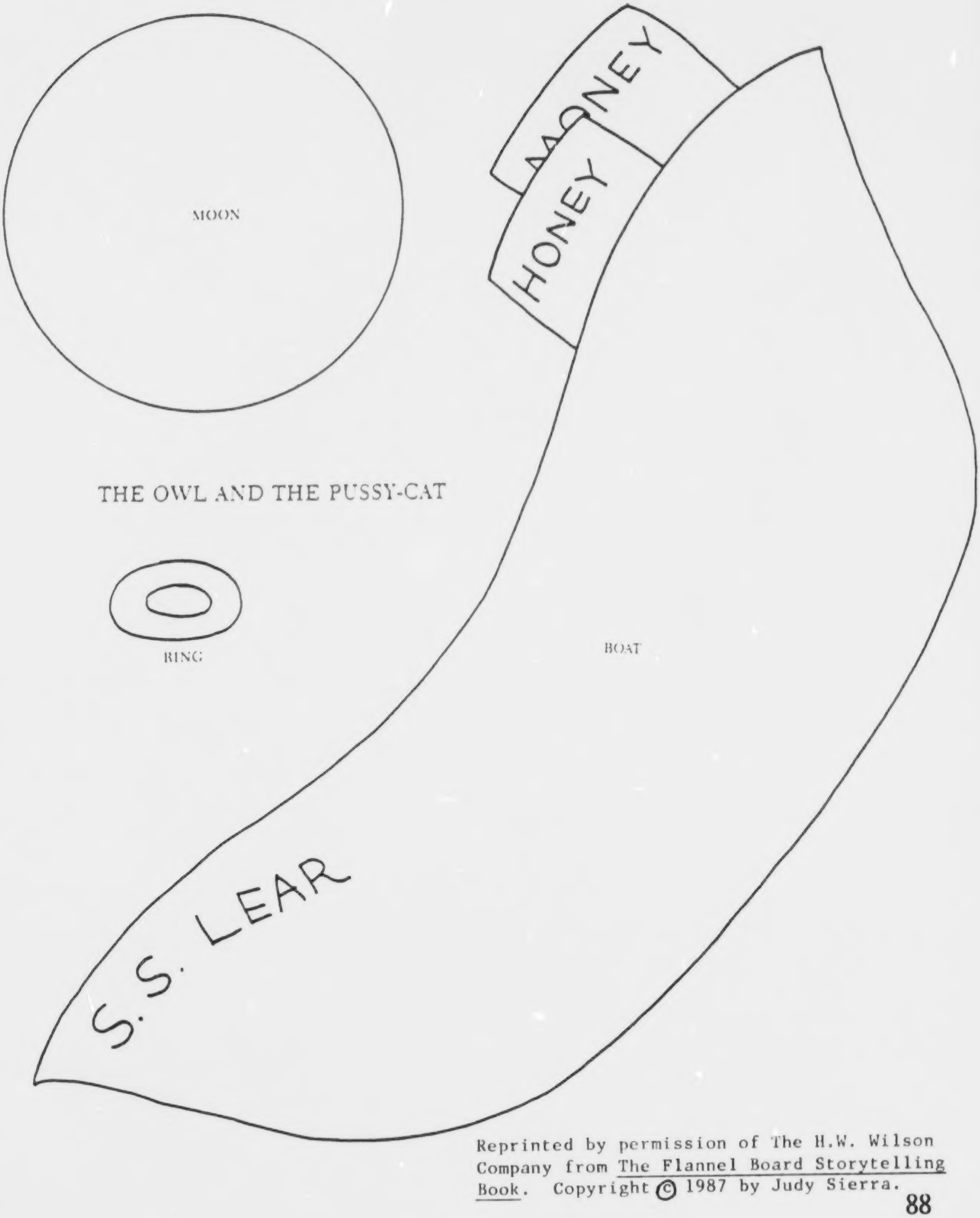
MONEY
HONEY
MOON
RING
BOAT
S.S. LEAR

THE OWL AND THE PUSSY-CAT

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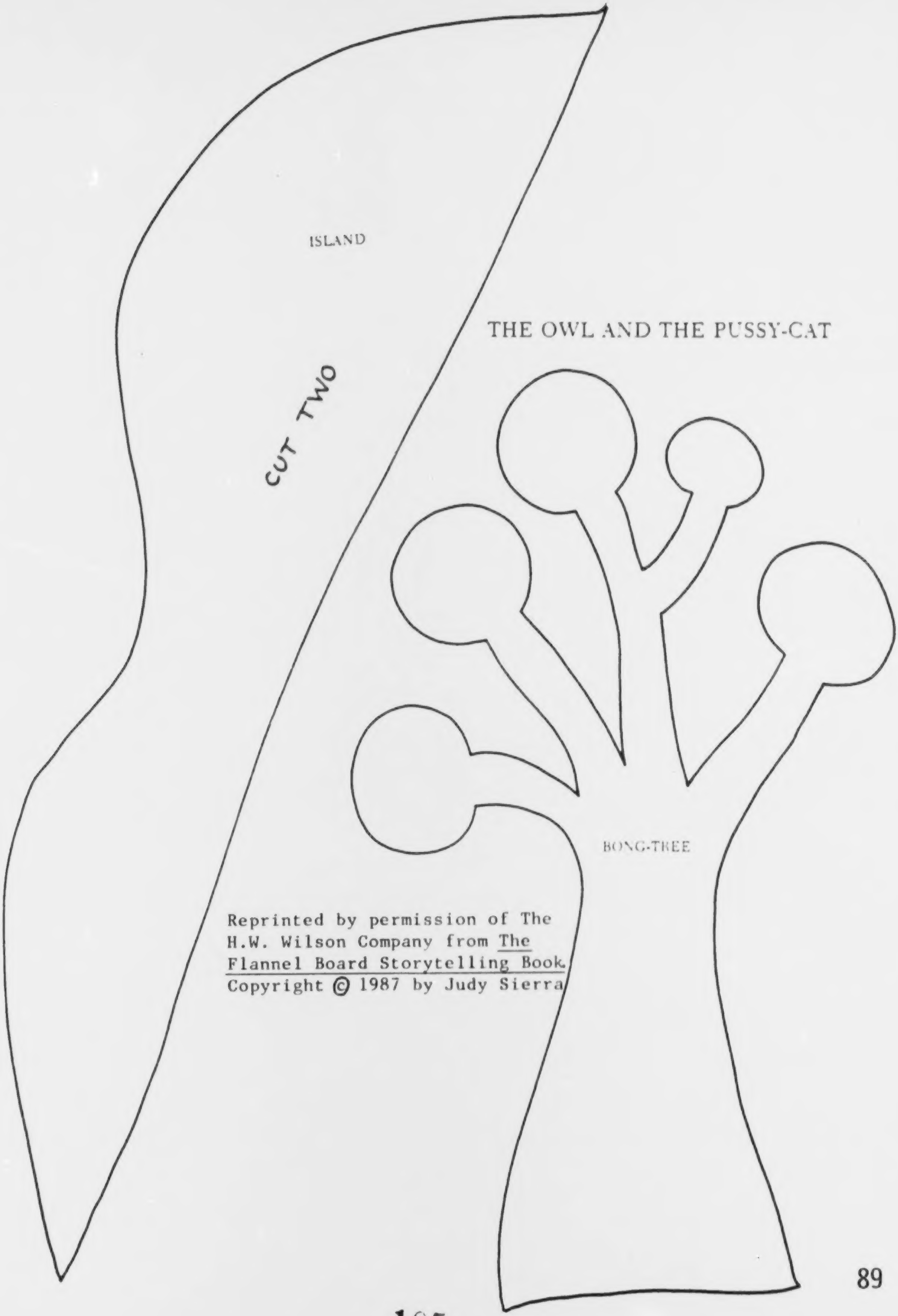
THE OWL AND THE PUSSY-CAT


ISLAND
CUT TWO
BONG-TREE

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THE FISH WITH THE DEEP SEA SMILE

They fished and they fished
Way down in the sea,
Down in the sea a mile.
They fished among all the fish in the sea,
For the fish with the deep sea smile.

One fish came up from the deep of the sea,
From down in the sea a mile,
It had blue-green eyes
And whiskers three
But never a deep sea smile.

One fish came from the deep of the sea,
From down in the sea a mile,
With electric lights up and down his tail
But never a deep sea smile.

They fished and they fished
Way down in the sea,
Down in the sea a mile.
They fished among all the fish in the sea,
For the fish with a deep sea smile.

One fish came up with terrible teeth,
One fish with long strong jaws,
One fish came up with long stalked eyes,
One fish with terrible claws.*

They fished all through the ocean deep,
For many and many a mile.
And they caught a fish with a laughing eye,
But none with a deep sea smile.

And then one day they got a pull,
From down in the sea a mile.
And when they pulled the fish into the boat,
He smiled a deep sea smile.

And as he smiled the hook got free,
And then, what a deep sea smile!
He flipped his tail and swam away,
Down in the sea a mile.

--A poem by Margaret Wise Brown.

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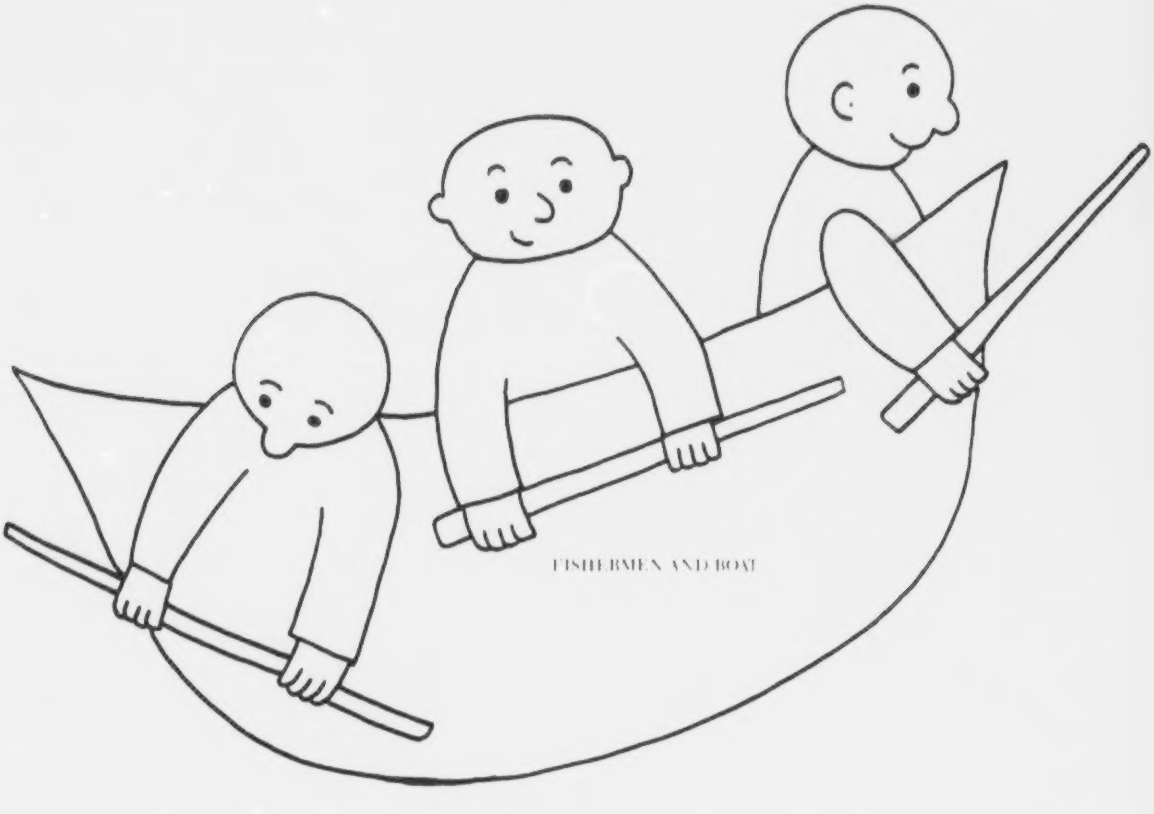
Directions

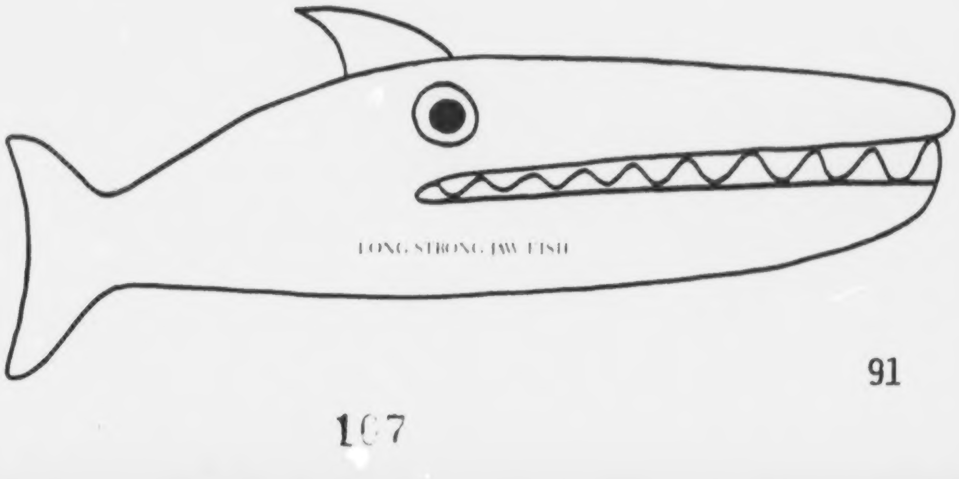
Patterns are given for the fishermen in their boat and for the eight fish mentioned in the poem. However, the children can make their own fish for the story, and even add others at the *.

DIRECTIONS

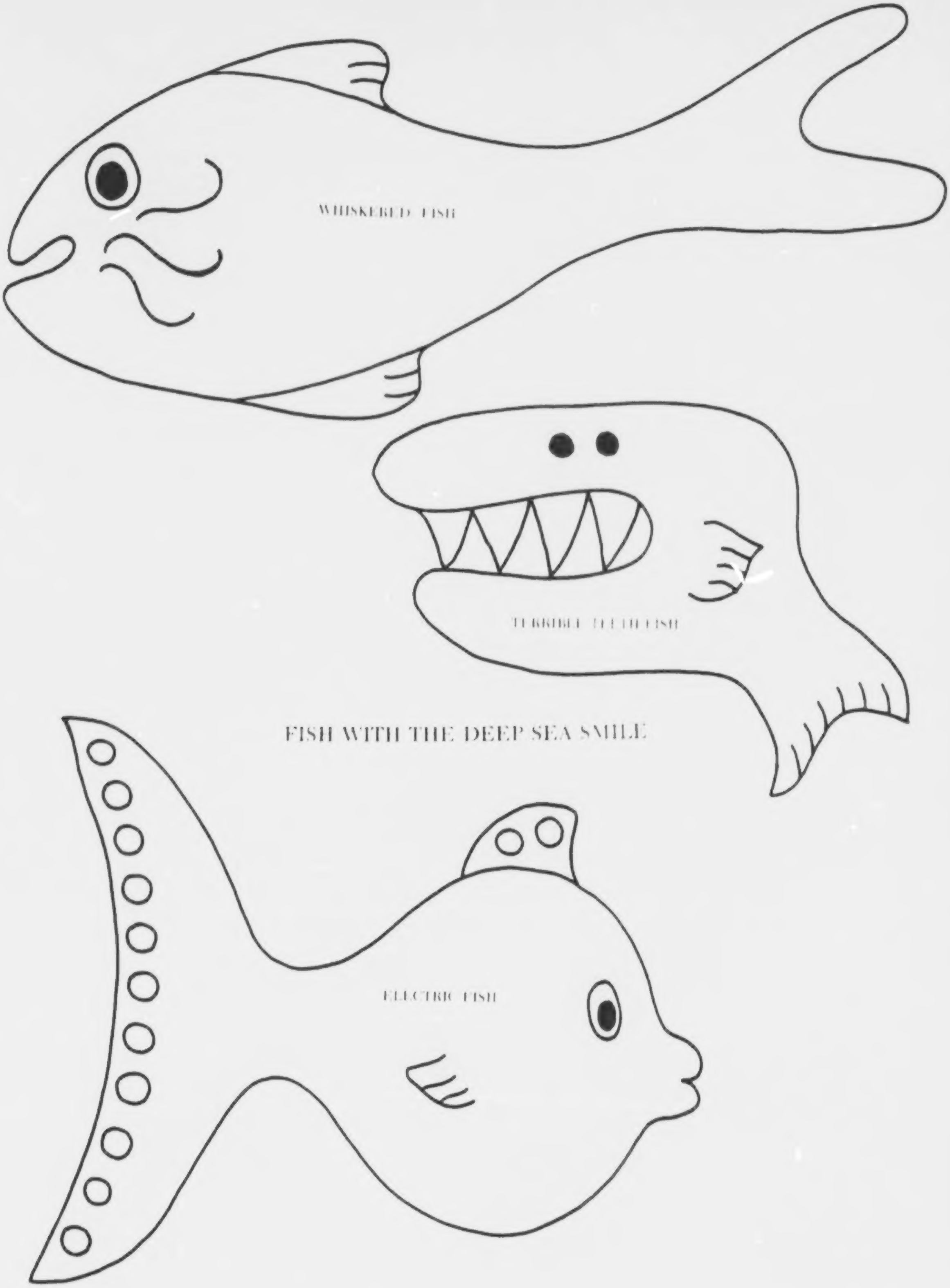
Patterns are given for the fishermen in their boat and for the eight fish mentioned in the poem. However, the children can make their own fish for the story, and even add others, complete with descriptive names, added at the *.

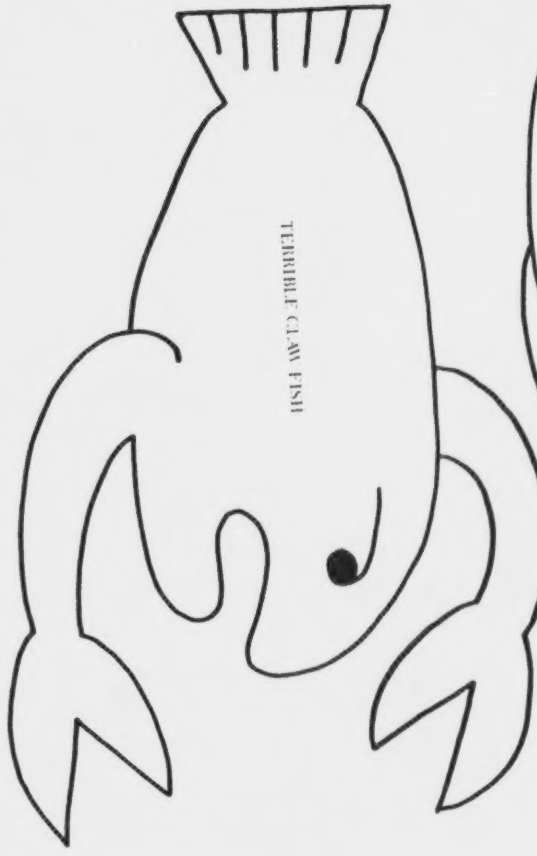
(ENLARGE PATTERNS)

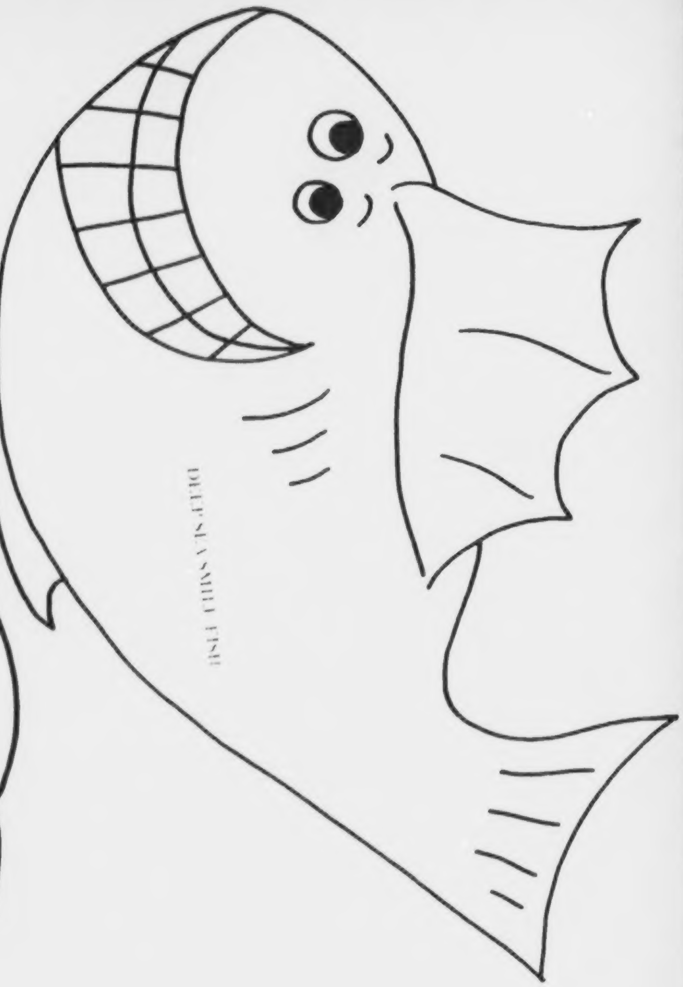

FISHERMEN AND BOAT

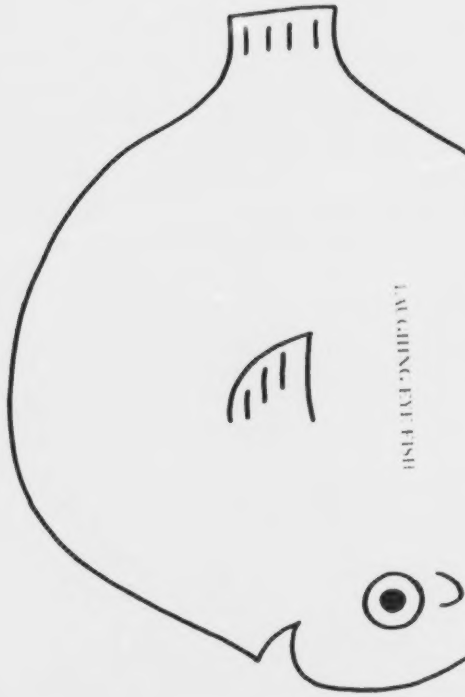

LONG STRONG JAW FISH

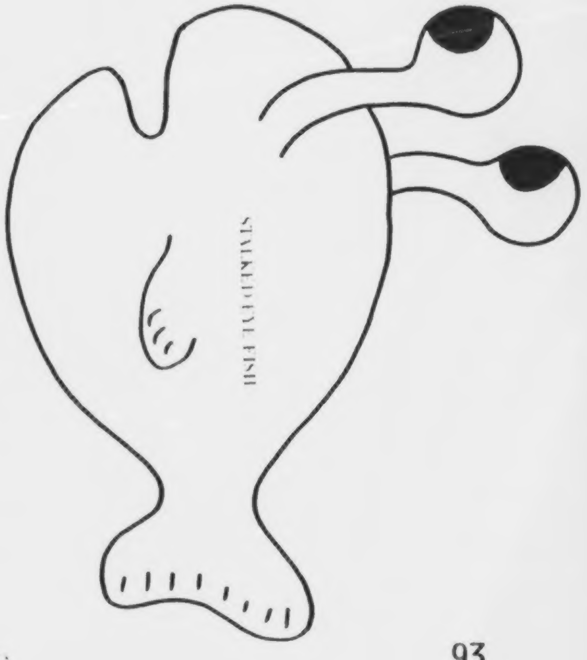
FISH WITH THE DEEP SEA SMILE


WHISKERED FISH
TERRIBLE TEETH FISH
ELECTRIC FISH


TERRIBLE CLAW FISH


DEEP SEA SMILE FISH

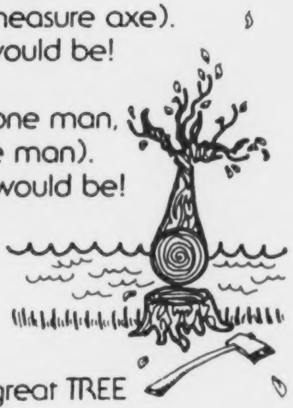

LAUGHING EYE FISH


STALKED EYE FISH

ACTIVITIES

IF ALL THE SEAS WERE ONE SEA

If all the seas were one sea,
  (Arms wide).
What a GREAT sea that would be!
  (Hands raised in amazement).
If all the trees were one tree
  (Shade eyes and look up).
What a GREAT tree that would be!
  (Hands raised).
If all the axes were one axe,
  (Arm stretched out to measure axe).
What a GREAT axe that would be!
  (Hands raised).
And if all the men were one man,
  (Arm raised to measure man).
What a GREAT man that would be!
  (Hands raised)
And if the great MAN
  (Measure man)
Took the great AXE
  (Measure axe)
And chopped down the great TREE
  (Look up at tree)
And it fell into the great SEA —
  (Arms wide)
What a great SPLASH! that would be!
  (Clap on splash and raise arms
  quickly overhead).
—Nursery Rhyme



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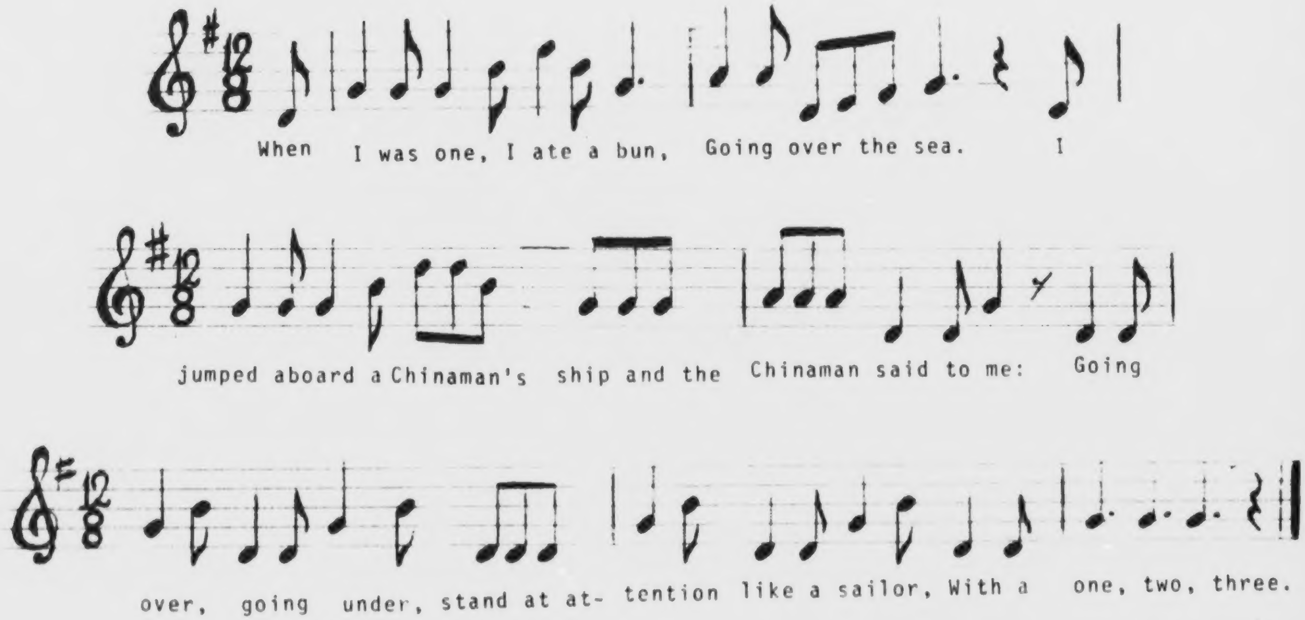
I LOVE TO ROW

(Children sit in pairs, facing each other. Hold hands and pretend to row by pulling backwards and forwards).

I love to row in my big blue boat,
My big blue boat, my big blue boat;
I love to row in my big blue boat,
Out on the deep blue sea.
  (Raise arms above the head and wave them gently like sails).
My big blue boat has two red sails,
Two red sails, two red sails;
My big blue boat has two red sails
Out on the deep blue sea.
  (Repeat action in Verse 1).
So come for a row in my big blue boat,
My big blue boat, may big blue boat;
Come for a row in my big blue boat,
Out on the deep blue sea.
—Unknown

GOING OVER THE SEA

from Sally Go Round the Sun by Edith Fowke


When I was one, I ate a bun, Going over the sea. I
jumped aboard a Chinaman's ship and the Chinaman said to me: Going
over, going under, stand at at- tention like a sailor, With a one, two, three.

When I was two, I buckled my shoe,
Going over the sea...

When I was three, I banged my knee,
Going over the sea...

When I was four, I shut the door,
Going over the sea...

When I was five, I learned to jive,
Going over the sea...

When I was six, I picked up sticks,
Going over the sea...

When I was seven, I went to heaven,
Going over the sea...

When I was eight, I learned to skate,
Going over the sea...

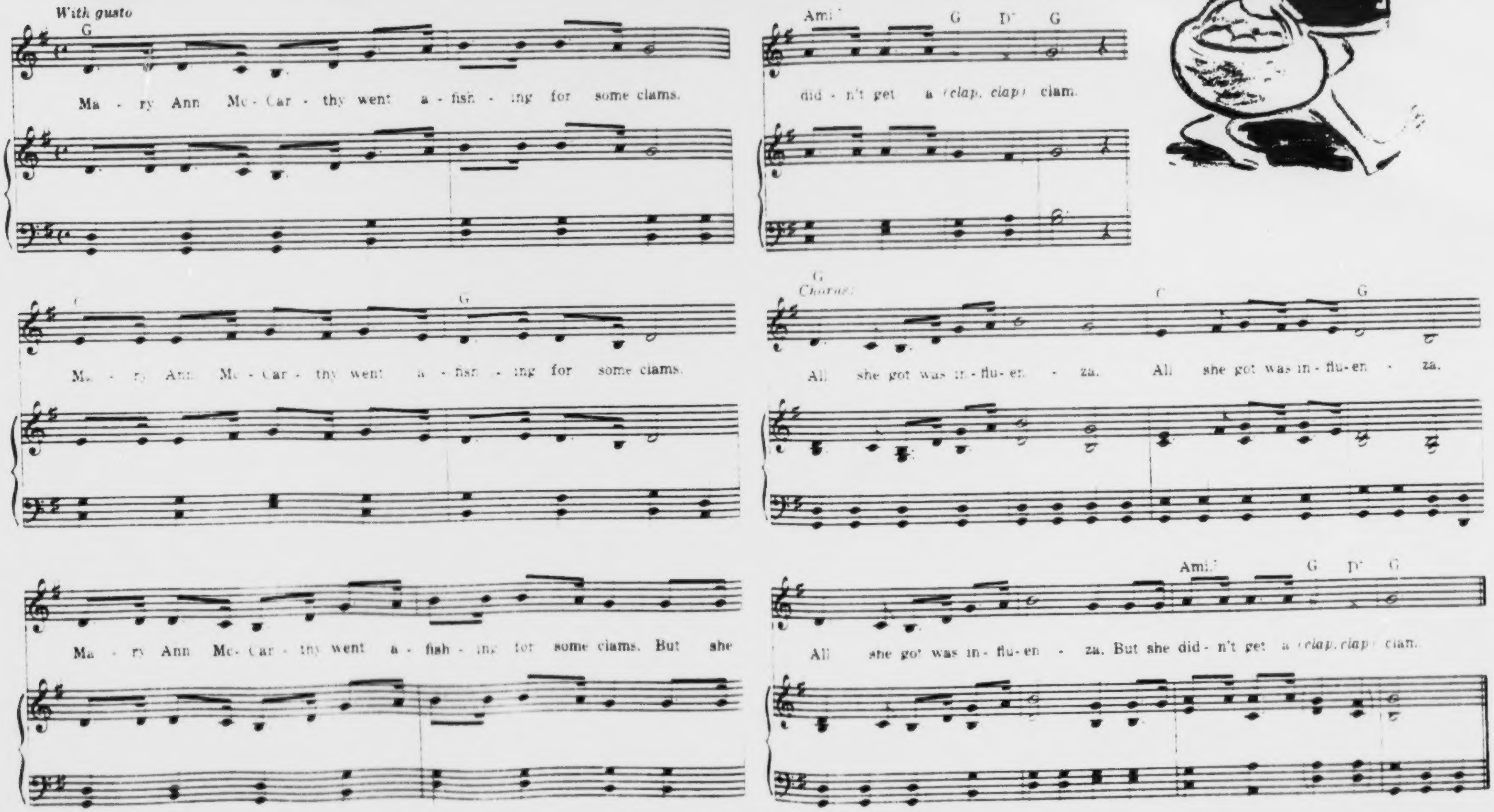
When I was nine, I grew a vine,
Going over the sea...

When I was ten, I rode a hen,
Going over the sea...

From Sally Go Round the Sun by E. Fawke. Used by permission of the Canadian Publishers, McClelland and Stewart, Toronto.

Mary Ann McCarthy

A motion song to the tune of "The Battle Hymn of the Republic"


With gusto
G
Ma - ry Ann Mc - Car - thy went a - fish - ing for some clams.
Am G D G
did - n't get a (clap, clap) clam.
C G
Ma - ry Ann Mc - Car - thy went a - fish - ing for some clams.
G
Chorus:
C G
All she got was in - flu - en - za. All she got was in - flu - en - za.
Ma - ry Ann Mc - Car - thy went a - fish - ing for some clams. But she
Am G D G
All she got was in - flu - en - za. But she did - n't get a (clap, clap) clam.

From Fireside Book Of Fun & Games, by Marie Winn. Copyright (c) 1974 Simon & Schuster, Englewood Cliffs, NJ. Reprinted with the permission of the publisher.

My Bonnie Lies over the Ocean

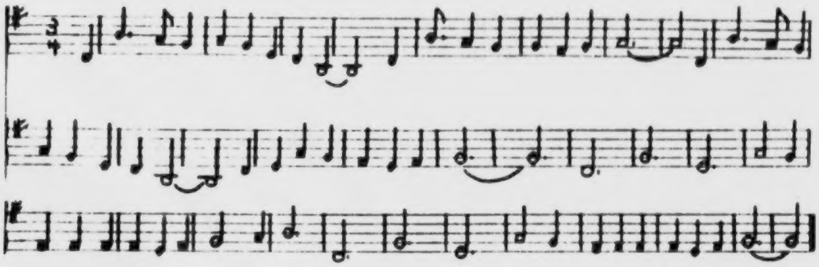
My bonnie lies over the ocean,
My bonnie lies over the sea,
My bonnie lies over the ocean,
Oh, bring back my bonnie to me.

Bring back, bring back,
Oh, bring back my bonnie to me . . . to me.
Bring back, bring back,
Oh, bring back my bonnie to me.

1. *Sing the whole song through the first time with no motions.*
2. *Repeat the whole song a second time with the following motions for each word:*

   "my"—point to self
   "bonnie"—make figure of a girl in the air with both hands
   "lies"—put hands together and make a circle with the arms to indicate a cradle or bed
   "over"—point to faraway with hand motion
   "ocean"—make ocean waves in wavy motion of the right hand
   "sea"—make wavy motion with right hand, but with a choppy, sharper stroke to differentiate from "ocean."
   "oh"—join thumbs and index fingers in round O
   "bring"—make beckoning motion with right hand
   "back"—touch back of left shoulder with right hand
   "to"—hold up two fingers
   "me"—point again to self

3. *Go through the motions slowly with the group once or twice; then try whole song.*



From Juba This and Juba That, by Virginia Tashjian, pp. 98-99, (c) 1969. This copy has been produced by permission of Little, Brown and Company, (Inc.); further reproduction from this copy is prohibited.

RHYME THAT CAN BE USED IN TELLING "THE FISHERMAN AND HIS WIFE"

FLOUNDER, FLOUNDER, NOBLE FISH,
MY WIFE WOULD HAVE ME ASK A WISH.
SHE WANTS A COTTAGE, CLEAN AND BRIGHT.

GO HOME, SHE HAS HER WISH TONIGHT.

FLOUNDER, FLOUNDER, NOBLE FISH,
MY WIFE WOULD HAVE ME ASK A WISH,
SHE WANTS A CASTLE, BIG AND TALL.

GO HOME, SHE HAS IT, MOAT AND ALL.

(optional verse)
FLOUNDER, FLOUNDER, NOBLE FISH,
MY WIFE WOULD HAVE ME ASK A WISH,
SHE WANTS TO RULE AND BE A KING.

GO HOME, SHE NOW HAS EVERYTHING.

FLOUNDER, FLOUNDER, NOBLE FISH,
MY WIFE WOULD HAVE ME ASK A WISH,
SHE WANTS TO BE AN EMPEROR GRAND,

GO HOME, THE SCEPTER'S IN HER HAND.

FLOUNDER, FLOUNDER, NOBLE FISH,
MY WIFE WOULD HAVE ME ASK A WISH,
SHE WANTS TO BE THE POPE IN ROME.

SHE HAS HER WISH, GO HOME, GO HOME!

FLOUNDER, FLOUNDER, NOBLE FISH,
MY WIFE WOULD HAVE ME ASK A WISH,
SHE WANTS TO RULE THE MOON AND SUN.

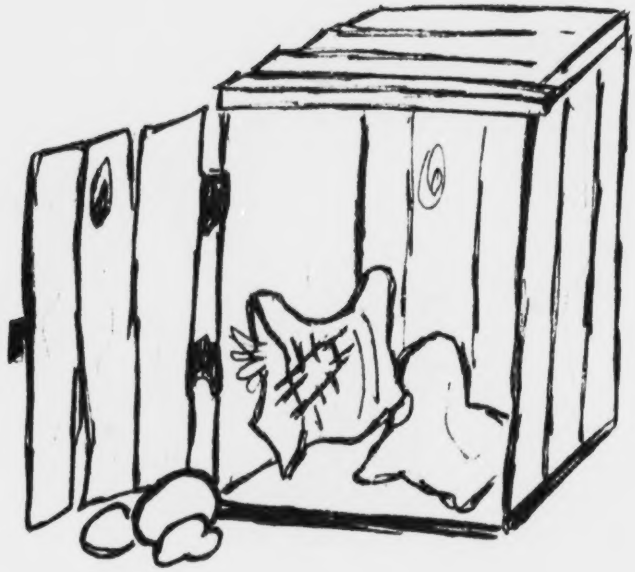
YOUR WIFE WANTS TOO MUCH! NOW SHE HAS NONE!!

Patterns for flannel or magnetic board on following pages. Copy patterns and color. Add velcro or magnets to back.

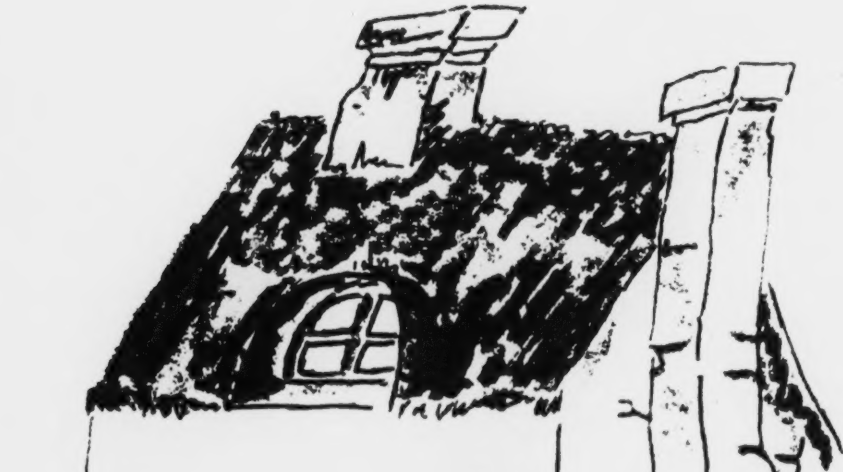
Patterns adapted by Jason Baker, East Baton Rouge Library Children's Staff, from illustrations by Margot Zemach in:
Grimm, Jakob. The Fisherman and His Wife. translated by Randall Jarrell. NY: Farrar, 1980. (illustration copyright.)

Rhyme adapted by Jean Tozer, East Baton Rouge Library Children's Staff.

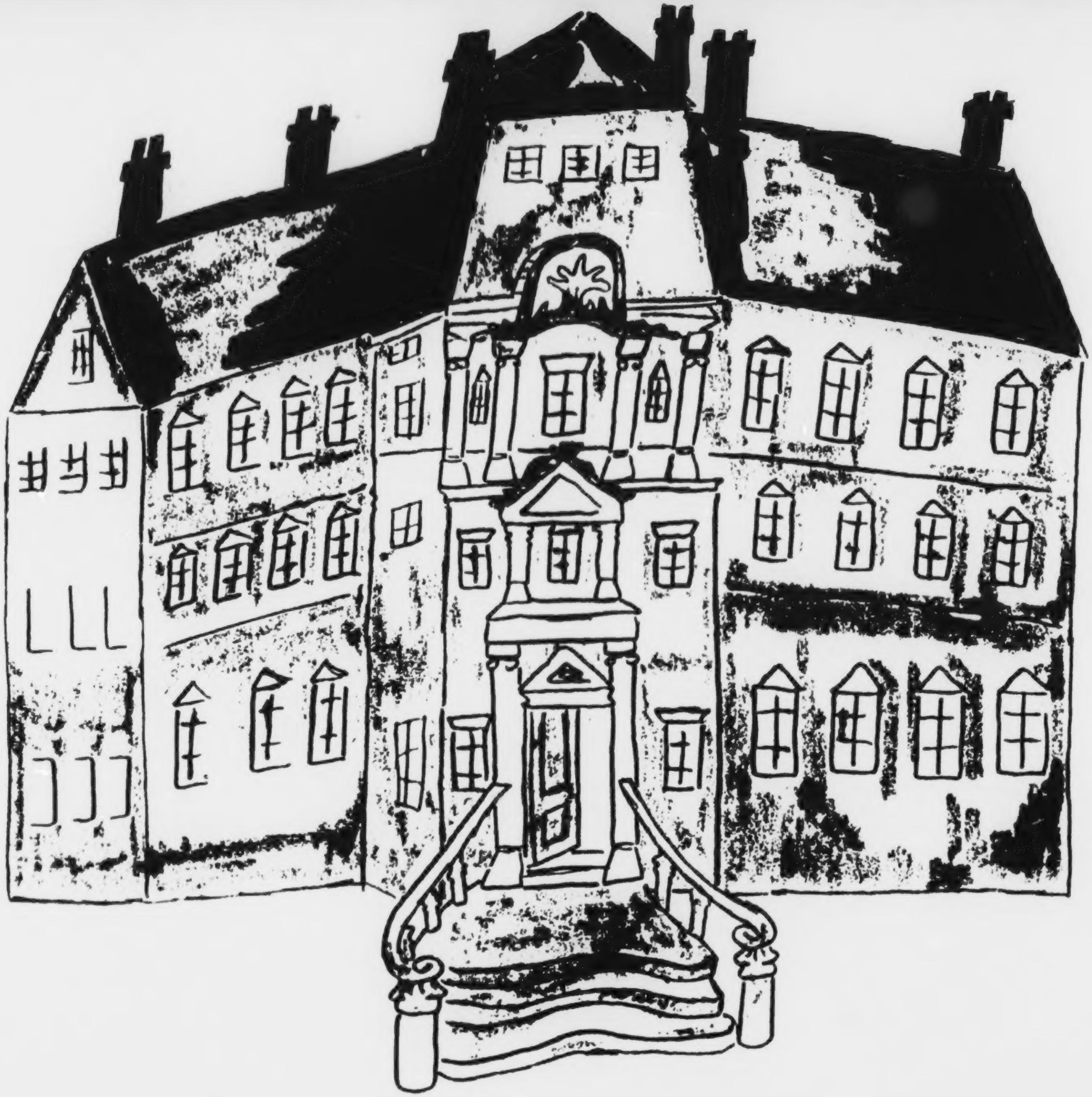
Fisherman's original
dwelling



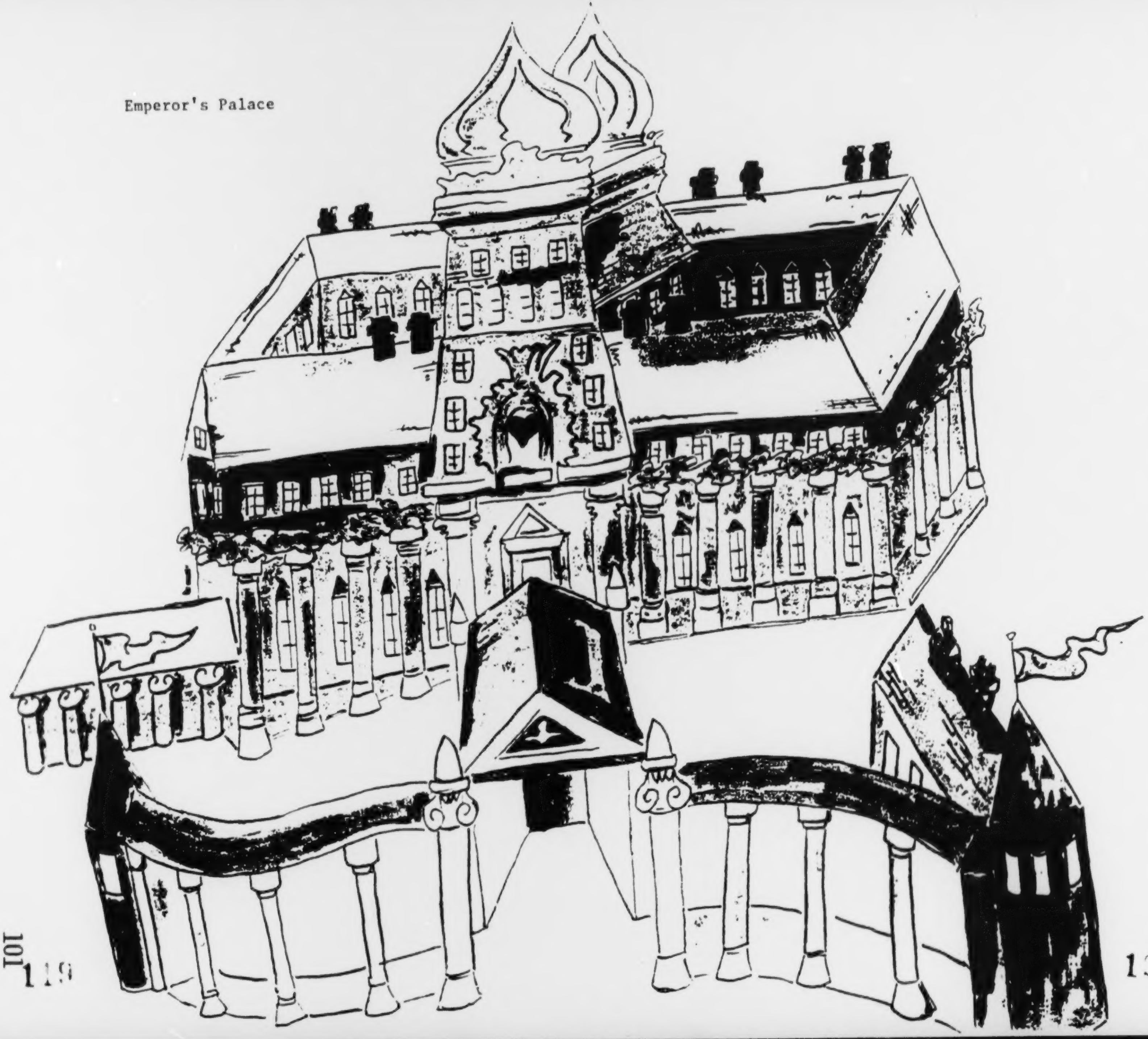
Cottage
Clean
and
Bright



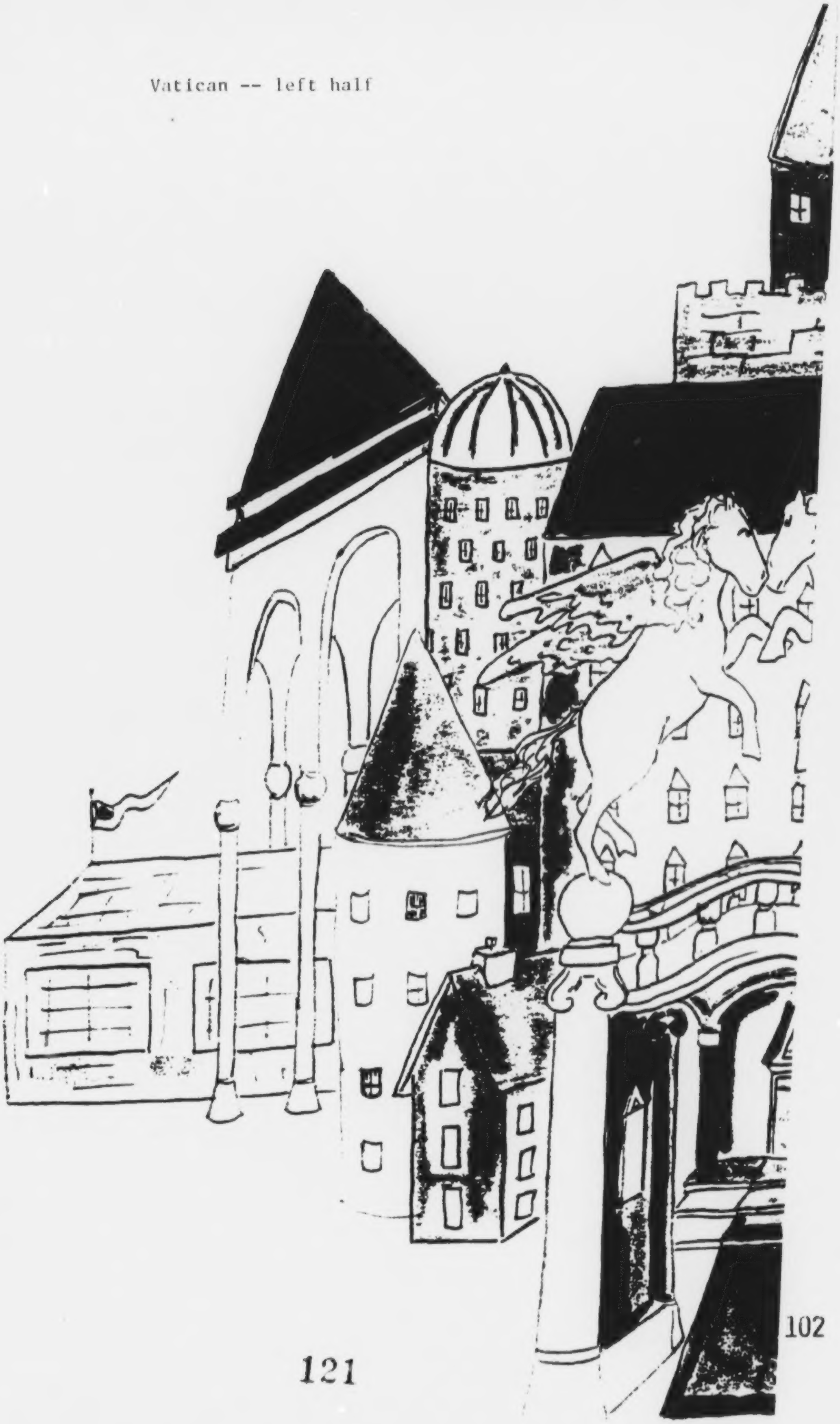
Castle #1



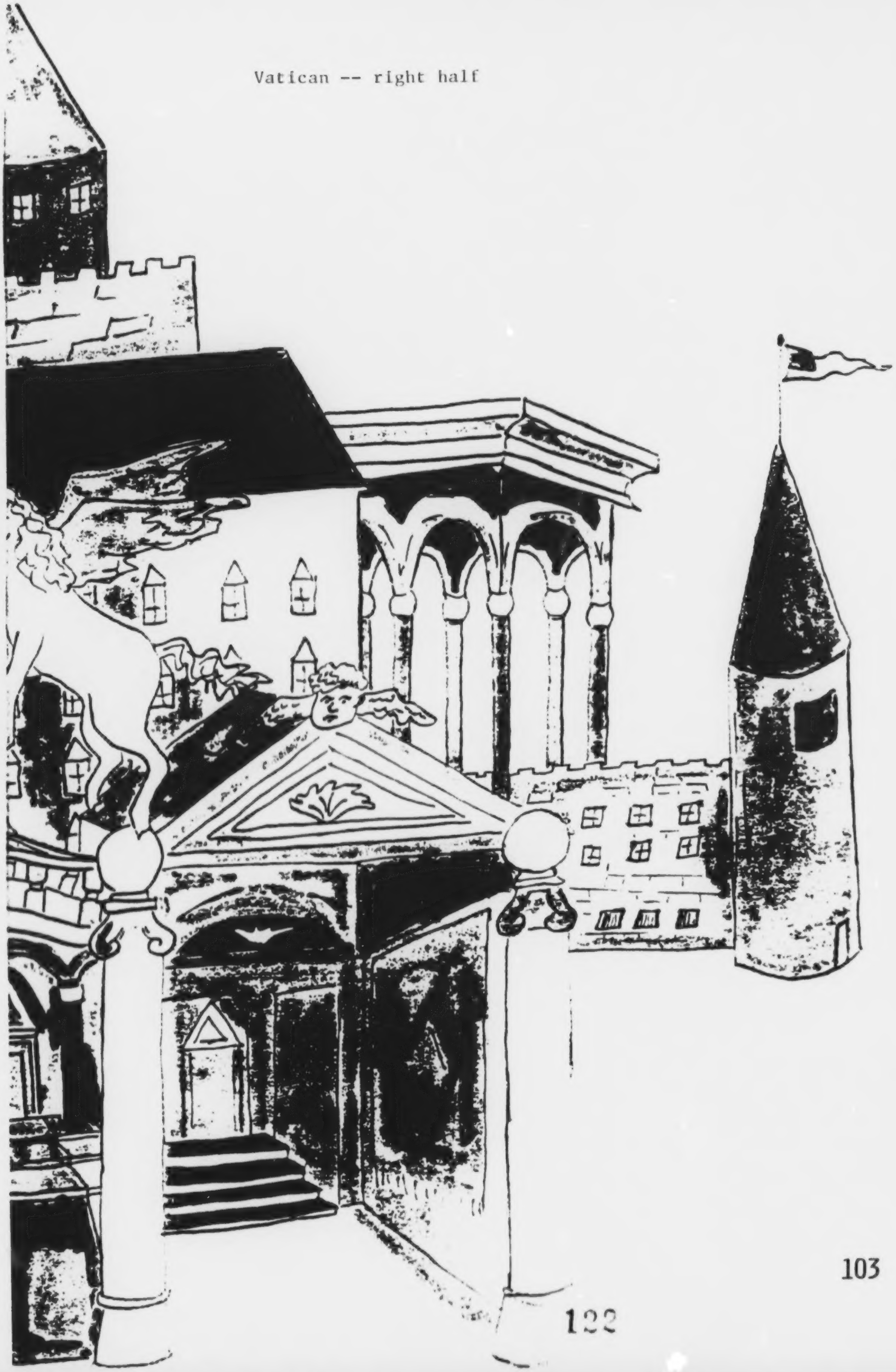
Emperor's Palace



Vatican -- left half

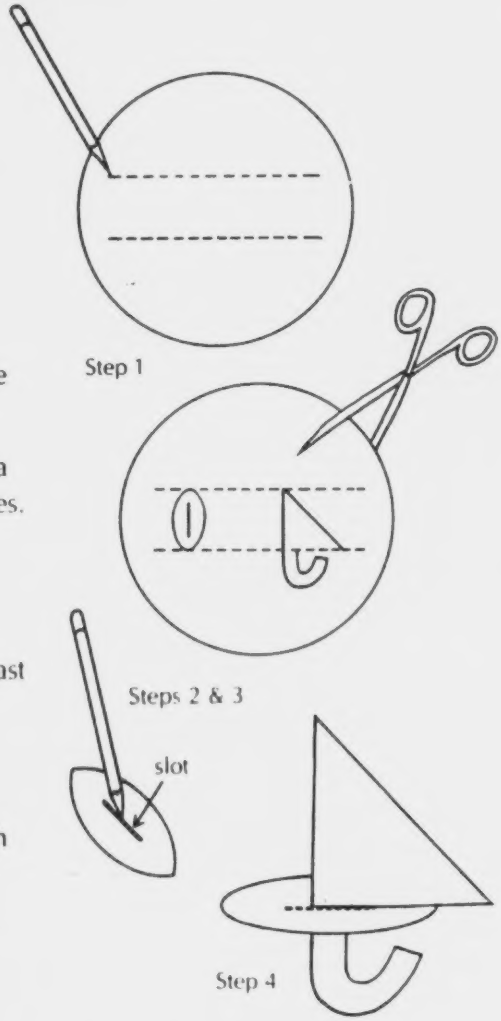


Vatican -- right half



SKEETER BOATS

These sailboats are so small,
you can float several in the sink.



What You Need

1 styrofoam plate	pencil scissors

What You Do

1. Lightly draw two lines across the plate.
2. On one side of the plate, draw a boat shape between the two lines. Make a slot in the middle by pressing hard.
3. On the other side, draw a sail between the lines. Curve the mast under the line.
4. Carefully cut out the shapes. *(Remember to cut in from the outer edge.)* Fit the mast through the slot in the boat.

Float It! Make a whole fleet of Skeeter Boats and race them!

Experiment! Instead of a sail, draw a duck or a frog between the lines. Or make bigger toys by drawing the lines farther apart.

Source: Easy-to-Make Water Toys That Really Work, by Mary & Dewey Blocksma.
Prentice-Hall, Inc., Englewood Cliffs, New Jersey, 1985. p.34.

READY RIDER

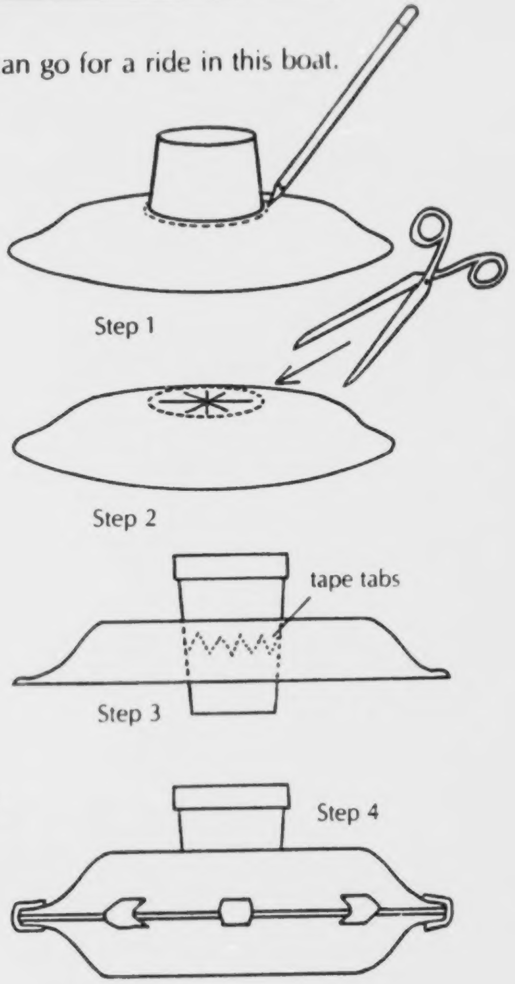
Small, water-safe figures and dolls can go for a ride in this boat.

What You Need

2 styrofoam plates	scissors
2 styrofoam cups	pencil
	tape

What You Do

1. Cut a cup in half. Set the bottom half upsidedown on the middle of an upsidedown plate. Trace around it.
2. Poke a hole in the middle of the circle. Make eight cuts from the hole to the circle. Push the tabs down.
3. Push a whole cup through the hole, bottom first. Tape the tabs to the cup.
4. Set the cup bottom in the middle of a right-side-up plate. Tape the plates together.



Float It! Carry cargo or small "passengers" in your Ready Rider.

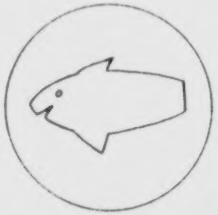
Experiment! Add a sail: Blow up a long balloon and tie it off. Use rubber cement to stick one end inside the cup.

Source: Easy-to-Make Water Toys That Really Work, by Mary & Dewey Blocksma. Prentice-Hall, Inc., Englewood Cliffs, New Jersey, 1985. p.50/

TROPICAL PENNY FISH

Turn your pool or tub into an aquarium by making lots of differently shaped fish for it. For ideas, get a book about tropical fish from your library.

What You Need

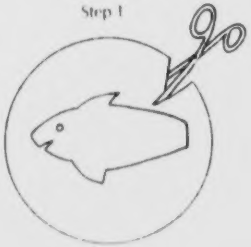


Step 1

1 styrofoam plate	scissors
2 pennies	tape
1 small balloon	rubber cement
	pencil

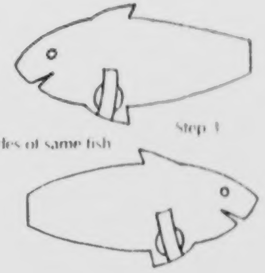
What You Do

1. Draw any fish shape on the plate. Make it about the size of your hand, but leave off the tail.
2. Cut out the fish. Punch in an eye with the pencil. For pop eyes, poke a short piece of straw through the hole.



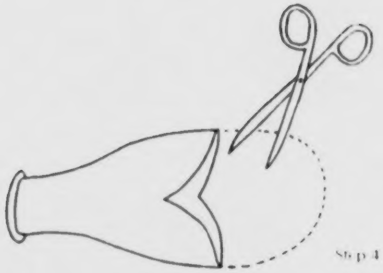
Step 2

3. Glue the pennies opposite one another at the lowest place on the fish. Tape over the pennies.



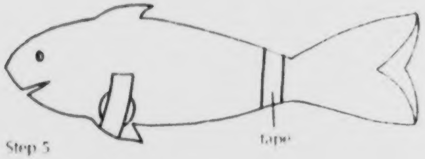
Step 3

two sides of same fish



Step 4

4. Cut a tail shape from a balloon (you can use a broken one). Tape the tail to the fish.



Step 5

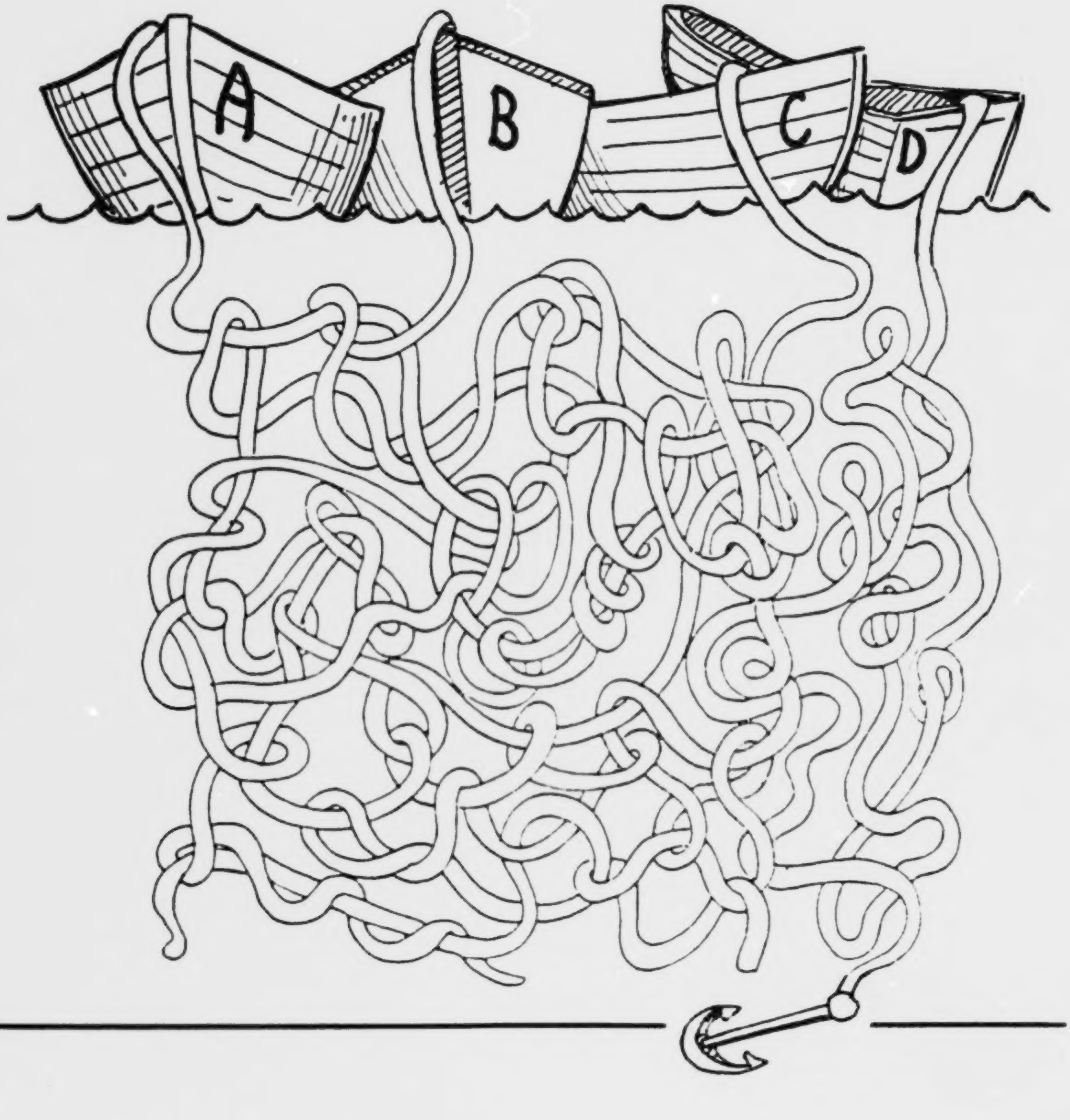
5. Tropical fish have wild and wonderful colors, so don't forget to decorate yours. See page 10 for lots of bright ideas.

Flick It! Your Tropical Penny Fish will sink halfway into the water. Flick its tail with your fingers to make it swim.

Experiment! Cut out a bigger fish and use nickels instead of pennies as weights. To make any size fish swim deeper in the water, cut a bit off the top edge. Keep trimming the fish a little a time until it sinks far enough to suit you.

Source: Easy-to-Make Water Toys That Really Work, by Mary & Dewey Blocksma.
Prentice-Hall, Inc., Englewood Cliffs, New Jersey, 1985. p.40.

See if you can find out which of the four boats is actually anchored.



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THEME:	Musical Treasures
AGE RANGE:	Primary
BOOKS:	Grimm, Jakob, The Bremen Town Musicians. Langstaff, John. Frog Went A-courtin'. Lobel, Anita. The Troll Music. Politi, Leo. Song of the Swallows.
FILMS:	The Bremen Town Musicians. 15 min. (LSL) Caterpillar. 16 min. (LSL) Cecily. 7 min. (LSL) The Concert. 12 min. (LSL) I Know an Old Lady Who Swallowed a Fly. 6 min. (LSL) The Lollipop Opera. 9 min. (LSL) Mr. Frog Went A-courting. 5 min. (LSL) Peter and the Wolf. 28 min. (LSL)
ACTIVITIES:	"Swing and swing and swing your arms" "Your body is an instrument" "I See a Song" Craft: Homemade musical instruments.
SONGS:	"I am a Fine Musician" "Mr. Frog Went A-courting"
HANDOUTS:	Crossword Puzzle: "Frog Went A-courting" Hidden Picture: "Frog Went A-courting" Colorsheets: Musicians.
EXTENDERS:	Bulletin Board Ideas: "New Music Books" "Something to Sing About"

I SEE A SONG, illustrated by the author. Thomas Y. Crowell Company, 1973.

The musician explains how his music can help you "see" a song, if you listen carefully and use your imagination. The music can make you think of anything it reminds you of--the sky, the sun, the moon, the earth, and even just colors. Listen, and if you do, the musician will be magically transformed into colors himself.

Activity (primary):

Experiment with images gained through music. On one day you might deal only with objects. Have several musical selections ready which suggest one or two specific objects. Listen to a portion of each selection (with eyes closed) and then discuss. Finally, distribute drawing paper to the children. Tell them to listen again and draw a simple picture of what the music means to them. Follow the same procedure on other days using colors, shapes, moods, etc.

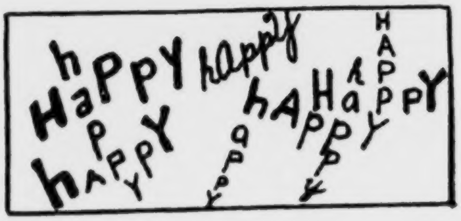
Activity (primary - art):

A simple yet effective method of transforming music into art is through a scribble drawing. If the previous activity is used, the children will have trained themselves to listen to the music as a whole and also as separate parts. The scribble drawing merely combines the parts to produce a whole image. Provide a musical selection which has at least one change of tempo. A shorter selection will work best. Instruct the children to use a black crayon and let the music guide the crayon on the paper in one continuous stroke. If a specific object comes to mind, the rough outline of that object can be drawn (again in one stroke). Have them color in all spaces. Finally, let each child tell what he "saw in the song."

Activity (intermediate):

Discuss collages with students and then share this book. Elicit discussion about "seeing" music and what type of music one might have heard to produce the collages in the book. Talk about the way we normally "see"--through the eyes.

Next play a musical selection for students which has a lot of variety. Tell students to think about the one word that this music makes them feel. After listening have students write their word on a piece of manila paper. Then they are to make a "word collage." Have them look for the letters of their word in magazines and newspapers. Cut out several of each letter and arrange them into the spelling of their own word several times on a piece of construction paper, pasting the letters in place. Display the finished collages and then again play the musical selction so that everyone can appreciate the way others "saw" this particular piece of music.



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AN ACTIVITY

YOUR BODY IS AN INSTRUMENT

Your body is an instrument
And this is how it goes.
You click your tongue,
  (Click tongue)
You smack your lips,
  (Smack lips loudly)
You sniff your little nose.
  (Sniff)
You clap your hands,
  (Clap)
You slap your knees,
  (Slap knees with hands)
And then you stamp your feet.
  (Stamp feet)
You click your heels together—
  (Click heels)
Making music sure is neat!

JSH

AND SONG/ACTIVITIES

SWING AND SWING AND SWING YOUR ARMS

TUNE: "Ten Little Indians"

Perform actions as suggested by words. Other verses and actions of your own choice can be added.

1. Swing and swing and swing your arms,
   Swing and swing and swing your arms,
   Swing and swing and swing your arms,
   Swing your arms together.

2. Roll and roll and roll your arms, etc.

3. Jump and jump and jump in place, etc.

4. Run and run and run in place, etc.

5. Clap and clap and clap your hands, etc.

6. Hop and hop and hop in place, etc.

7. Stomp and stomp and stomp your feet, etc.

JSH

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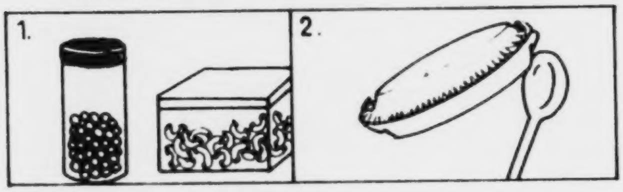
SHAKERS

1. Take small objects—rice, dried peas or beans, paper clips, buttons, small pebbles, beads, macaroni, marbles, etc. Place a handful of your choice in an empty container—a can with a plastic lid, bottle, jar, box, plastic refrigerator container, etc. Secure lids with tape, if necessary, and shake.

2. Take two disposable aluminum pie pans. Place small objects inside one, cover with the other and staple closed around the edges. Hold by the edge in one hand and shake, or strike with other hand to make sound. Can be decorated with ribbon or crepe paper streamers.

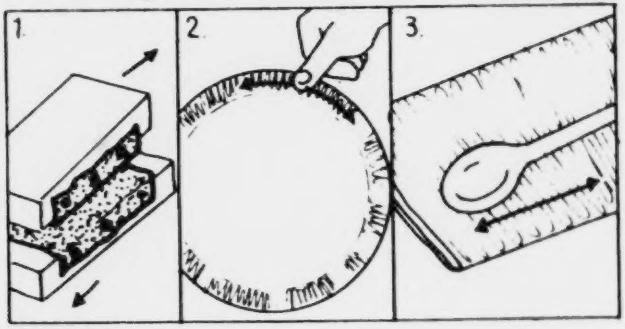


SCRAPERS

1. Take two blocks of scrap wood and cover one surface of each with sandpaper (gritty side out). Sandpaper may be taped, glued or nailed on. Rub papered surfaces against each other.

2. Scrape along ridged edge of disposable aluminum pie pan with fingernail, thimble, or edge of metal spoon.

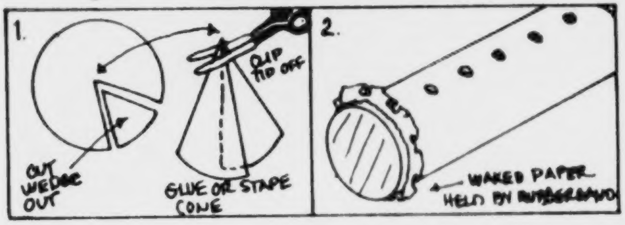
3. Scrape along corrugated cardboard ridges with edge of spoon, thimble or fingernail.



BLOWERS

1. Make a cone of posterboard by stapling edges of semi-circle together. Hum through small end.

2. Say "Too, too, too" through cardboard tubes—from toilet paper rolls, paper towel, waxed paper rolls, etc. Poke holes near the blowing end of the tube and make different sounds by covering and uncovering the holes with the fingers. Cover opposite end of tube with a piece of waxed paper held on by a rubber band, to change the quality of the sound. The longer the tube, the deeper the sound.

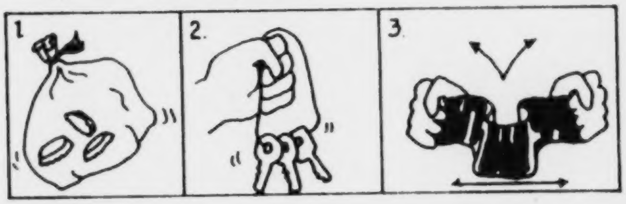


JINGLERS

1. Take several metal bottle caps or lids and place them in a plastic bag. Tie bag shut and shake.

2. Place several keys on a string. Tie ends of string together. Hold string and shake keys.

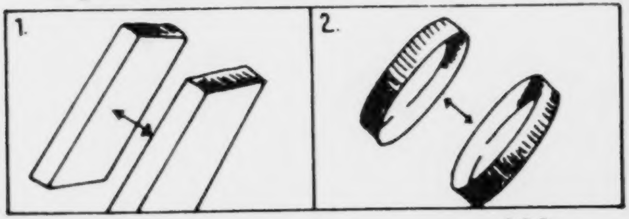
3. Take a long piece of aluminum foil. Hold it at either end and move hands in and out, up and down gently.



CLUNKERS

1. Take two flat blocks of scrap wood. Hold one in each hand and clap flat surfaces together.

2. Other good clunkers are: Coconut shell halves, margarine tubs, yogurt containers, large scallop shells, mayonnaise jar lids. Be sure to clap the open ends together to get a good, hollow CLUNK!

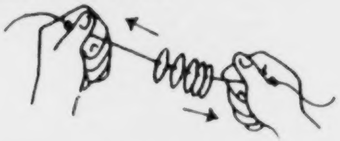


"HOMEMADE MUSICAL INSTRUMENTS"

Make any combination of instruments listed under each instrument group

CLICKERS

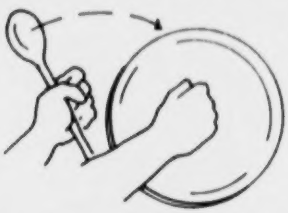
1. Thread several wooden, plastic or metal buttons on a piece of string about 6" long. Make a knot at each end of the string. Hold string by knots and lift first one end, then the other, letting the buttons slide and click back and forth.



2. Take two metal spoons and click the bowls against each other.

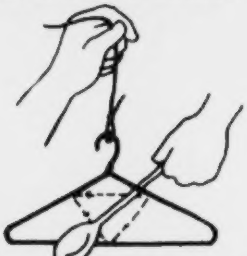
BANGERS

1. Take coffee cans with plastic lids, oatmeal or salt boxes. Beat on them with fingers, heel of hand, dowel sticks or assorted kitchen utensils (wooden spoons, bottle brushes, tablespoons, wire whisks, etc.). You can also make bongo drums by taping several different cans and boxes together—each will make a different tone.
2. To make cymbals, take a pot lid held by the knob and strike edge with wooden spoon.
3. Take two wooden spoons or two dowel sticks and strike them together.
4. Bang metal pie pans, cookie sheets or serving trays with hands or various beaters.



CHIMERS

1. Tie a string around the top of a wire coat hanger or through the hole in one end of a metal, L-shaped shelf bracket. Holding instrument by the string, strike it with a spoon or other metal beater.



2. Take frying pan. Hold by its handle and strike bottom or edge with metal spoon.
3. Tie loops of string around the handles of various forks and spoons. Thread the loops through a long piece of string. Tie the long piece of string between two chairs, so silverware dangles freely. Strike individually with metal beater or brush beater back and forth across silverware to make them clang against each other.

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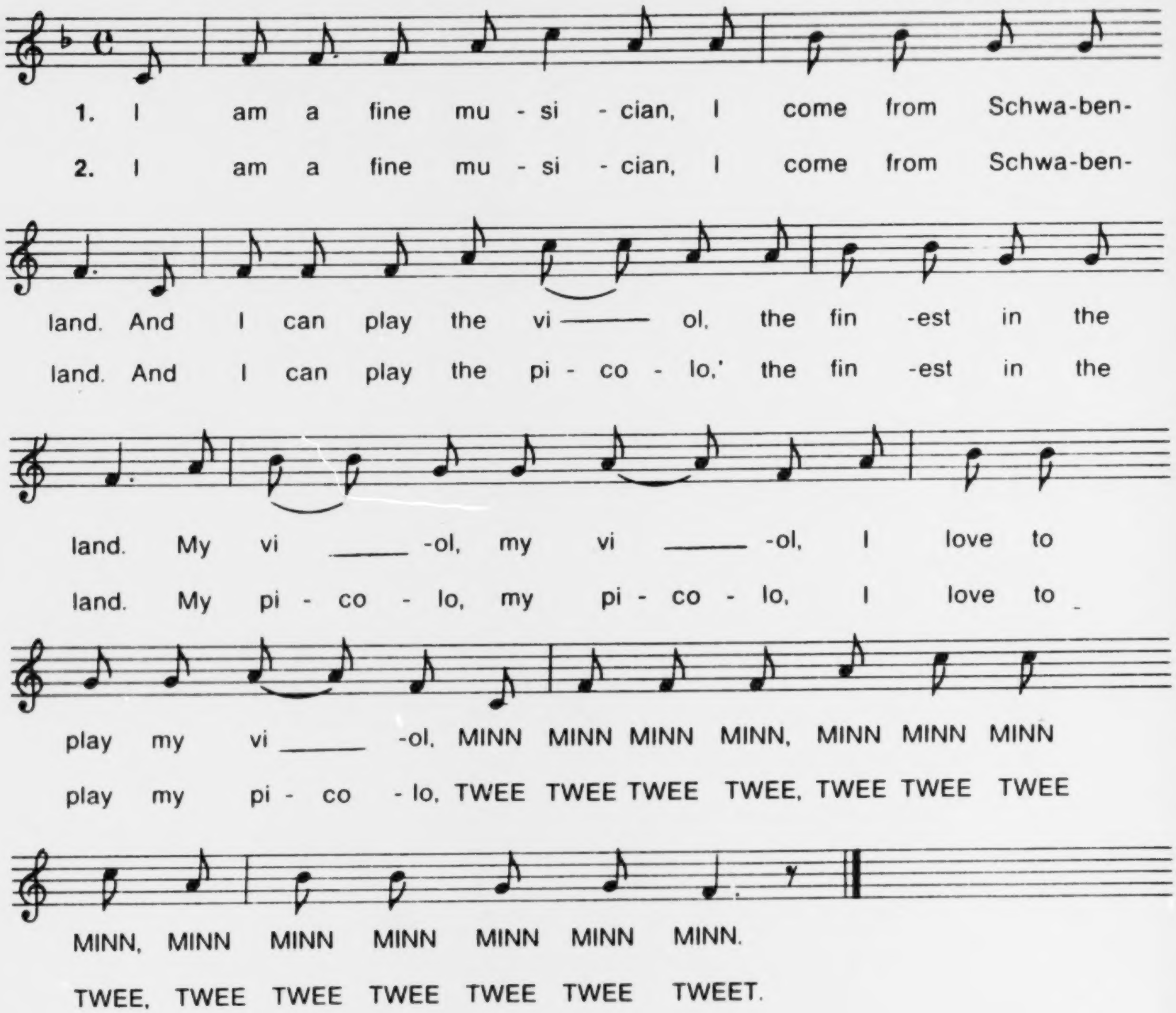
I AM A FINE MUSICIAN

Words and music traditional


1. I am a fine mu - si - cian, I come from Schwa-ben-
2. I am a fine mu - si - cian, I come from Schwa-ben-
land. And I can play the vi ——— ol, the fin -est in the
land. And I can play the pi - co - lo,' the fin -est in the
land. My vi ——— -ol, my vi ——— -ol, I love to
land. My pi - co - lo, my pi - co - lo, I love to
play my vi ——— -ol. MINN MINN MINN MINN, MINN MINN MINN
play my pi - co - lo, TWEE TWEE TWEE TWEE, TWEE TWEE TWEE
MINN, MINN MINN MINN MINN MINN MINN.
TWEE, TWEE TWEE TWEE TWEE TWEE TWEET.

3. I am a fine musician, I come from
Schwabenland.
And I can play my big bass drum, the finest
in the land.
My big bass drum, my big bass drum,
I love to play my big bass drum,
BOOM BOOM BOOM BOOM,
BOOM BOOM BOOM BOOM,
BOOM BOOM BOOM BOOM BOOM BOOM.

4. I am a fine musician, I come from
Schwabenland.
And I can play my trumpet, the finest
in the land.
My trumpet, my trumpet
I love to play my trumpet.
TA TA TA RA,
TA TA TA RA,
TA TA TA TA RA RA.

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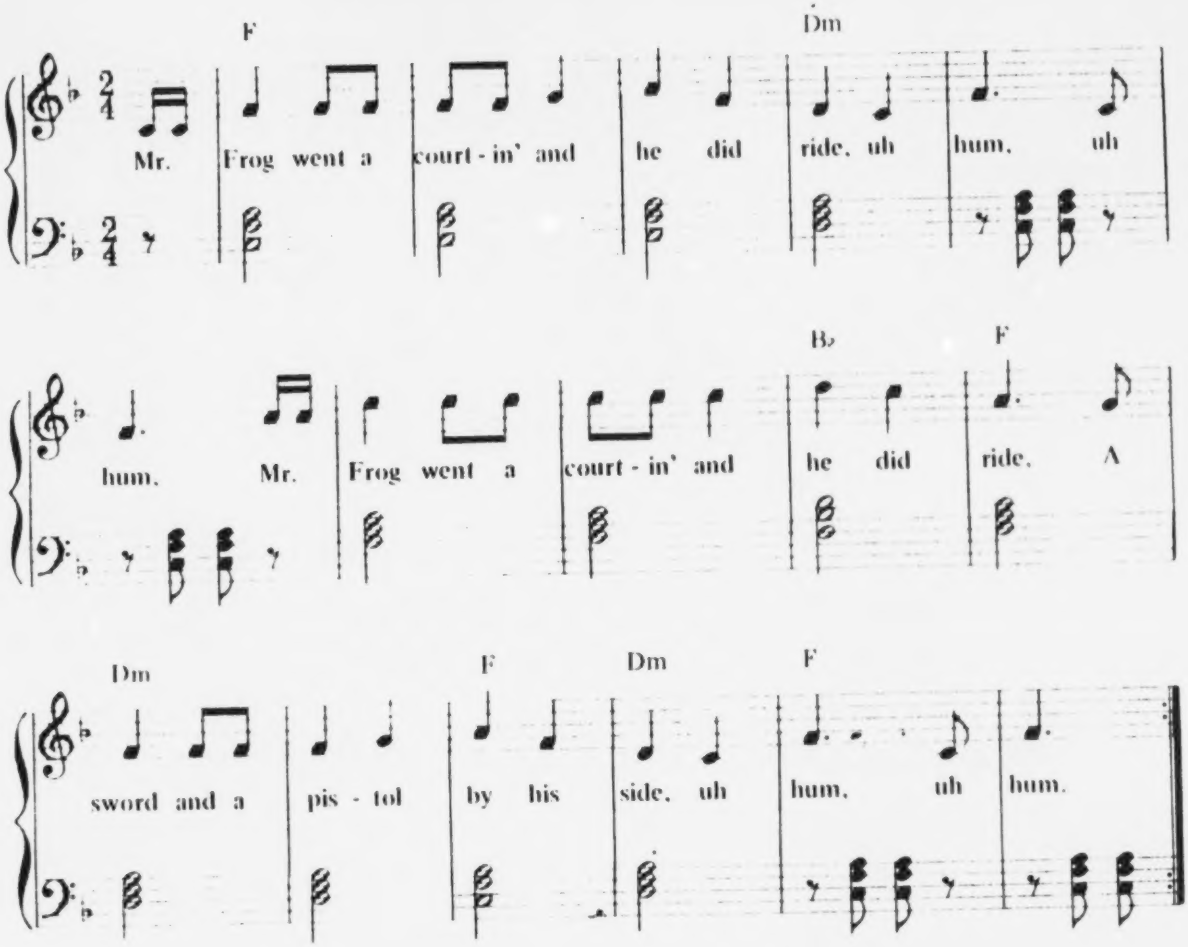
Mr. Frog Went A-Courtin'


F
Dm
Mr. Frog went a court - in' and he did ride, uh hum, uh
B♭
F
hum, Mr. Frog went a court - in' and he did ride, A
Dm
F
Dm
F
sword and a pis - tol by his side, uh hum, uh hum.

Mr. Frog went a-courtin' and he did ride,
uh hum, uh hum,
Mr. Frog went a-courtin' and he did ride,
A sword and a pistol by his side,
uh hum, uh hum.

He rode up to Miss Mousie's den,
uh hum, uh hum,
He rode up to Miss Mousie's den,
And he said, "Miss Mousie, are you
within?" uh hum, uh hum.

"Oh yes sir, here I sit and spin,"
uh hum, uh hum,
"Oh yes sir, here I sit and spin,
Just lift the latch and please come in,"
uh hum, uh hum.

He took Miss Mousie on his knee,
uh hum, uh hum,
He took Miss Mousie on his knee,
And he said, "Miss Mousie, will you marry
me?" uh hum, uh hum.

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387 Park Avenue South, New York, NY 10016, From THE
SILLY SONG BOOK, by Esther L. Nelson © Nelson.

Mr. Frog Went A-Courtin'

"I'll have to ask my Uncle Rat,"
uh hum, uh hum,
"I'll have to ask my Uncle Rat
To see what he will say to that,"
uh hum, uh hum.

"Without my Uncle Rat's consent,"
uh hum, uh hum,
"Without my Uncle Rat's consent,
I wouldn't even marry the President,"
uh hum, uh hum.

Now Uncle Rat when he came home,
uh hum, uh hum,
Now Uncle Rat when he came home said,
"Who's been here since I've been gone?"
uh hum, uh hum.

"A very fine gentleman has been here,"
uh hum, uh hum,
"A very fine gentleman has been here
Who wishes to make me his dear,"
uh hum, uh hum.

So Uncle Rat gave his consent,
uh hum, uh hum,
So Uncle Rat gave his consent,
And made a handsome settlement,
uh hum, uh hum.

Then Uncle Rat he went to town,
uh hum, uh hum,
Then Uncle Rat he went to town
To buy his niece a wedding gown,
uh hum, uh hum.

The first to the wedding was a flying moth,
uh hum, uh hum,
The first to the wedding was a flying moth,
And she laid out the tablecloth,
uh hum, uh hum.

The next to the wedding was the Juney
bug, uh hum, uh hum,
The next to the wedding was the Juney
bug,
Carrying the water jug,
uh hum, uh hum.

The next to the wedding was Old Raccoon,
uh hum, uh hum,
The next to the wedding was Old Raccoon,
Eating with a silver spoon,
uh hum, uh hum.

The next to the wedding was Mrs. Cow,
uh hum, uh hum,
The next to the wedding was Mrs. Cow.
She tried to dance but she didn't know
how, uh hum, uh hum.

The next to the wedding was Mr. Mole,
uh hum, uh hum,
The next to the wedding was Mr. Mole.
He fell into a gopher hole,
uh hum, uh hum.

Mr. Frog Went A-Courtin' (continued)

The next to the wedding was a Big Tom
Cat, uh hum, uh hum,
The next to the wedding was a Big Tom
Cat.
He chased Miss Mousie and Uncle Rat,
uh hum, uh hum.

The next to the wedding was a bumblebee,
uh hum, uh hum,
The next to the wedding was a bumblebee,
A fiddle buckled on his knee,
uh hum, uh hum.

The next to the wedding was the Old Gray
Goose, uh hum, uh hum,
The next to the wedding was the Old Gray
Goose.
She picked up a fiddle and really cut loose,
uh hum, uh hum.

And what do you think they had for a
fiddle, uh hum, uh hum,
And what do you think they had for a
fiddle?
An old banjo with a hole in the middle,
uh hum, uh hum.

And what do you think they had for supper,
uh hum, uh hum,
And what do you think they had for
supper?
A fried mosquito without any butter,
uh hum, uh hum.

And what do you think they had to drink,
uh hum, uh hum,
And what do you think they had to drink?
Cole slaw juice and a bottle of ink,
uh hum, uh hum.

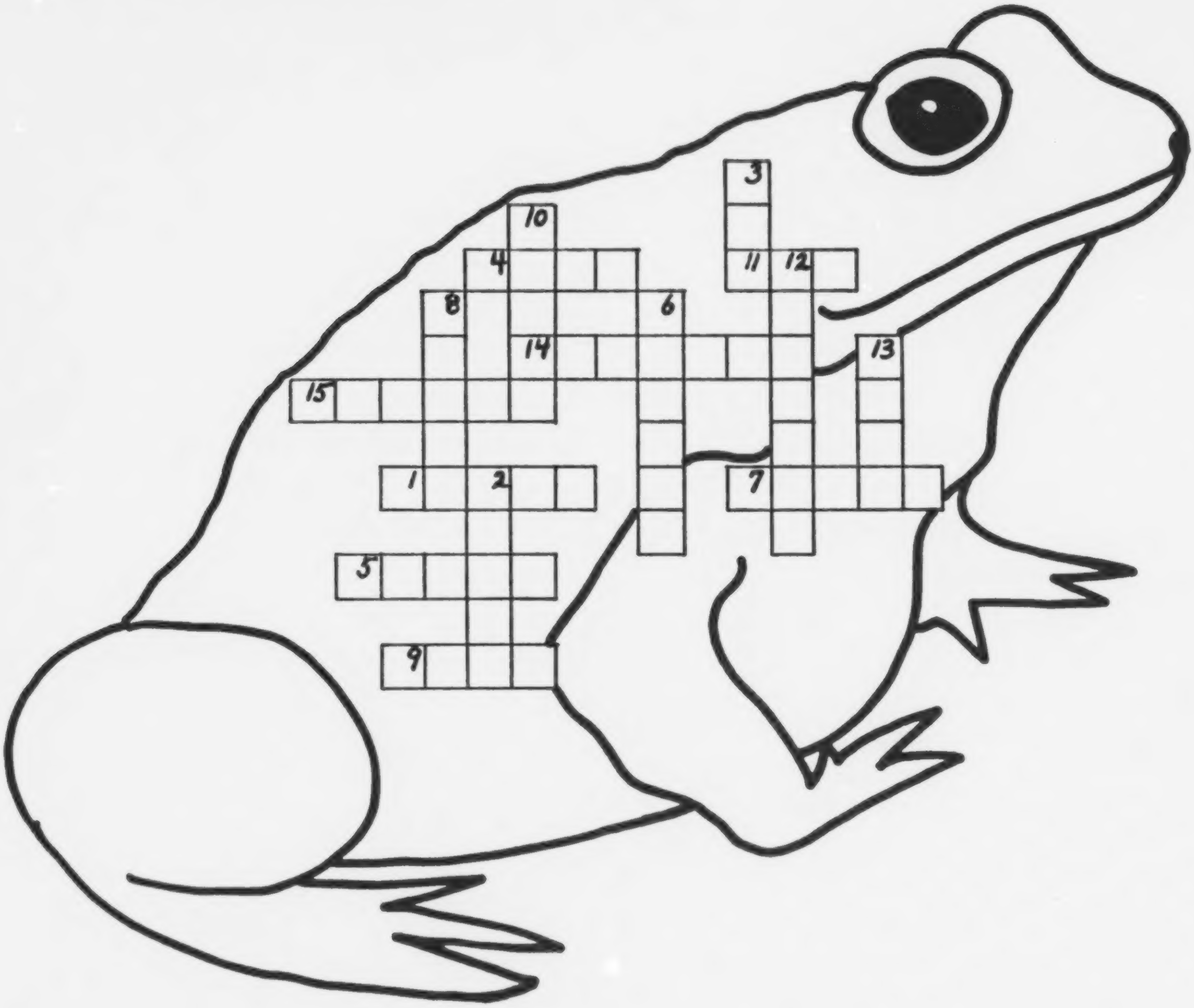
The next to the wedding was the spotted
snake, uh hum, uh hum,
The next to the wedding was the spotted
snake,
Passing out the wedding cake,
uh hum, uh hum.

They all went rowing on the lake,
uh hum, uh hum,
They all went rowing on the lake,
But they all got swallowed by a big black
snake, uh hum, uh hum.

So that's the end of one, two, three,
uh hum, uh hum,
So that's the end of one, two, three,
The Frog, the Rat and Miss Mousie,
uh hum, uh hum.

There's bread and cheese upon the shelf,
uh hum, uh hum,
There's bread and cheese upon the shelf,
If you want any more, just help yourself,
uh hum, uh hum.

Frog Went A-Courtin' by John Langstaff (1956)
illustrated by Feodor Rojankovsky



1. Frog was courting Miss ________.
2. ________ Rat agreed to the wedding.
3. Old Miss ________ made the wedding gown.
4. The little white ________ spread the cloth.
5. The big ________ bug carried a cider jug.
6. Mr. Coon brought a ________ spoon.
7. The spotted ________ passed the wedding cake.
8. The bumblebee had a ________ on his knee.
9. The nimble ________ danced a jig.
10. The old gray ________ cut loose.
11. ________ little ants were fixing to have a dance.
12. The little old fly ate up the ________ pie.
13. The little chick ate too much and got ________.
14. The old tomcat ________ everything.
15. Frog and Mouse went to ________.

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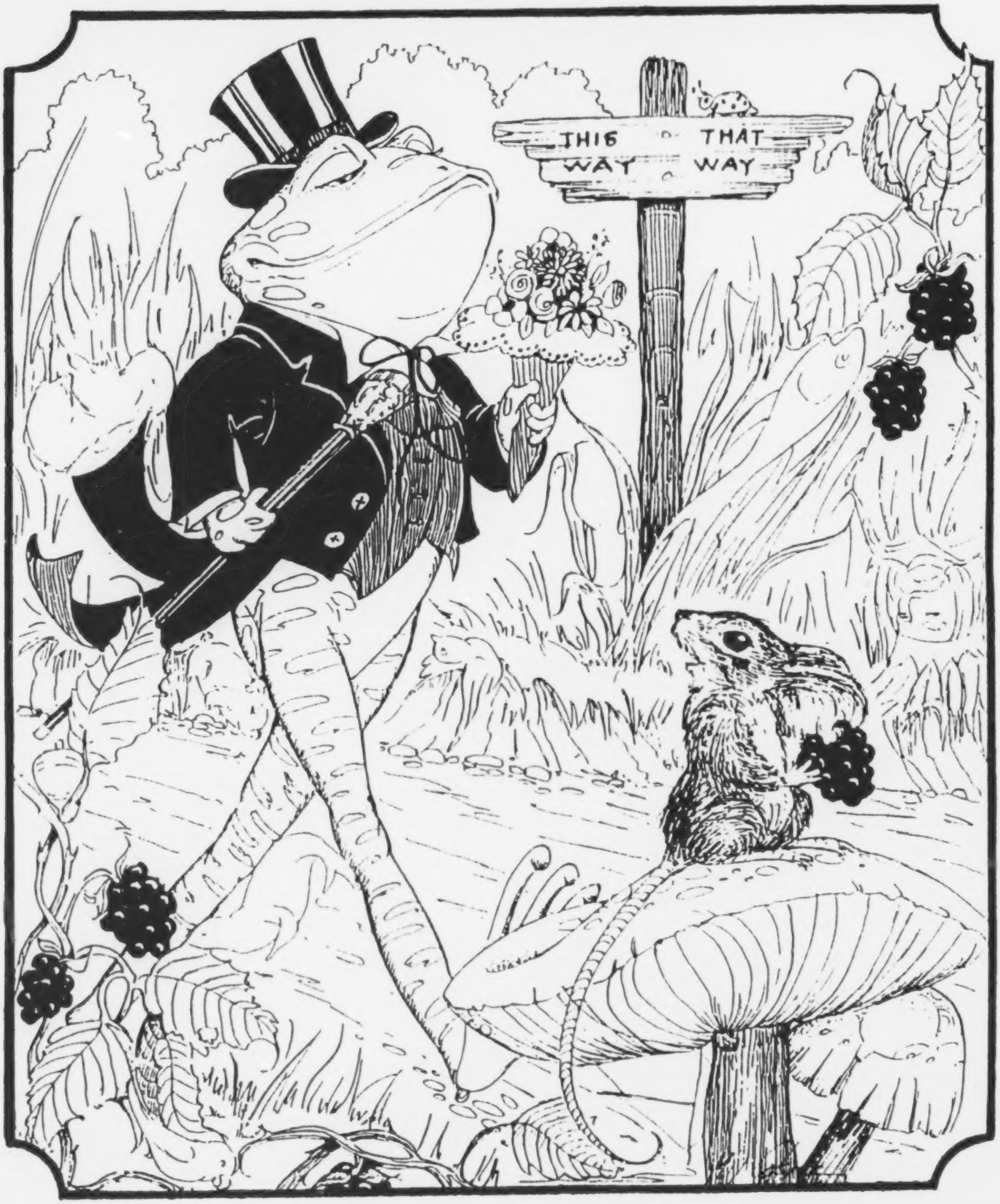
HIDDEN PICTURES

Frog Went A-Courtin'



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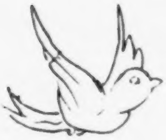
In this big picture find the rabbit, telescope, fish, king, wooden shoe, bird, pig, top, seal, sailboat, pumpkin, teapot, bell, and parrot.

118

Can you find these

Hidden Pictures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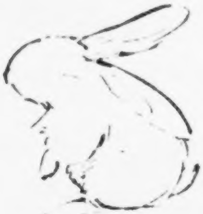
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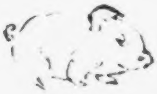
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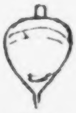
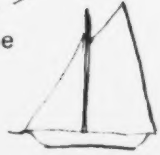
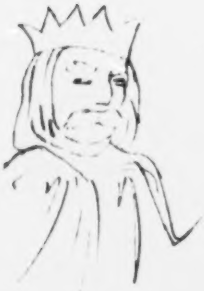
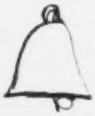
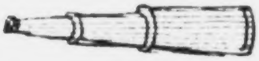

top

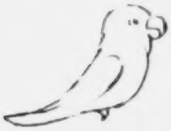
wooden shoe

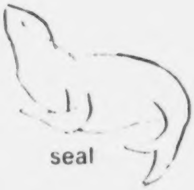

sailboat

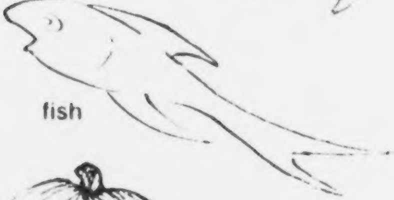

king

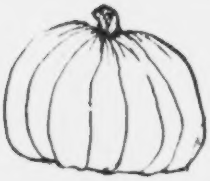

bell


telescope


parrot


seal


fish


pumpkin

teapot

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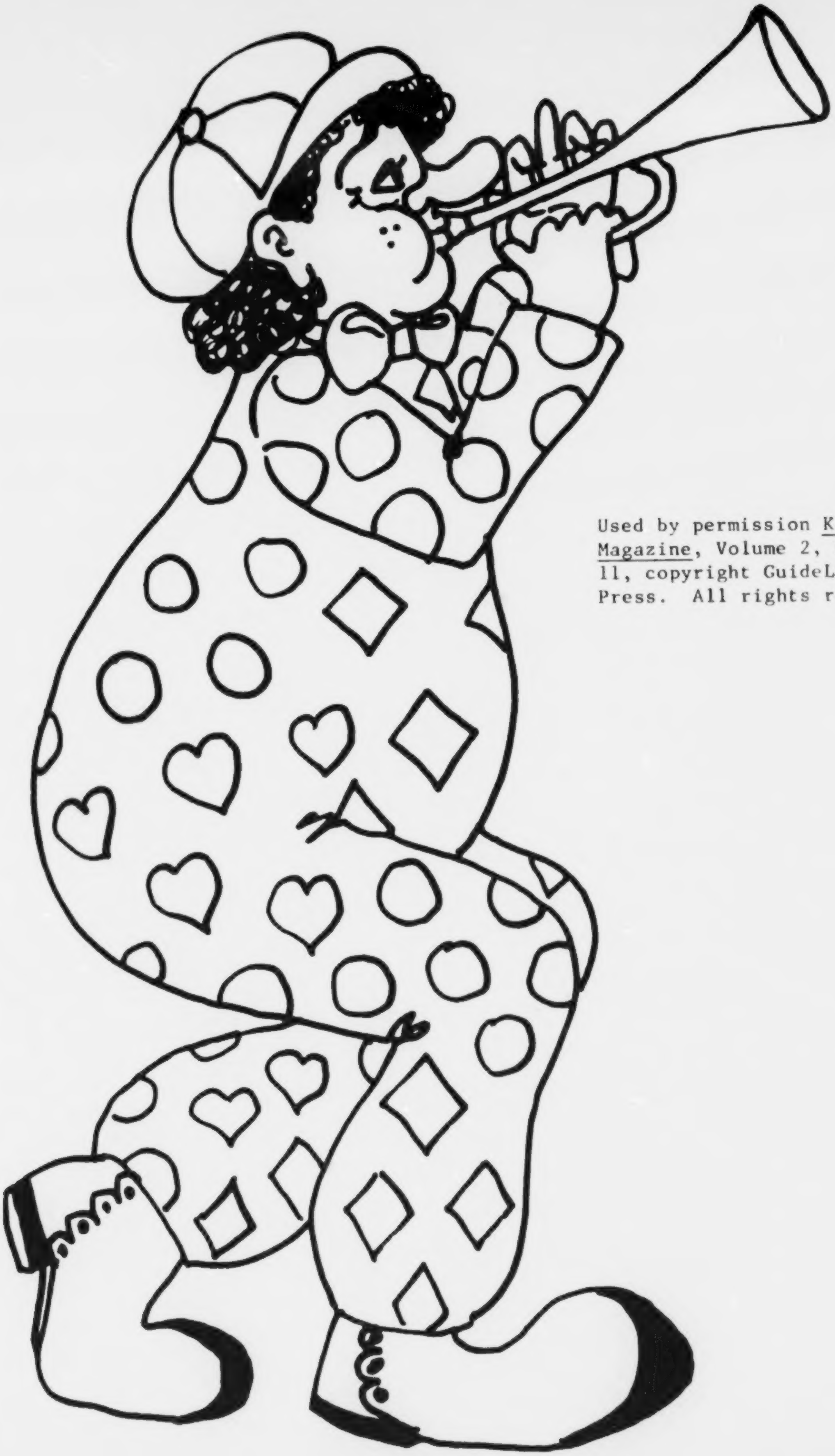

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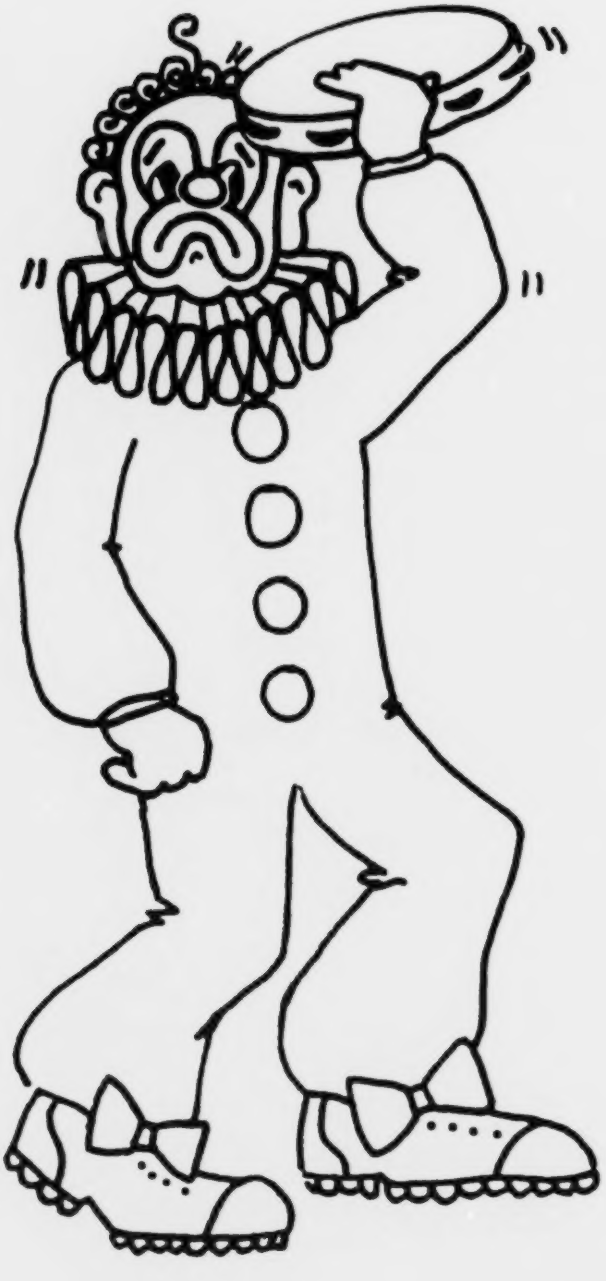

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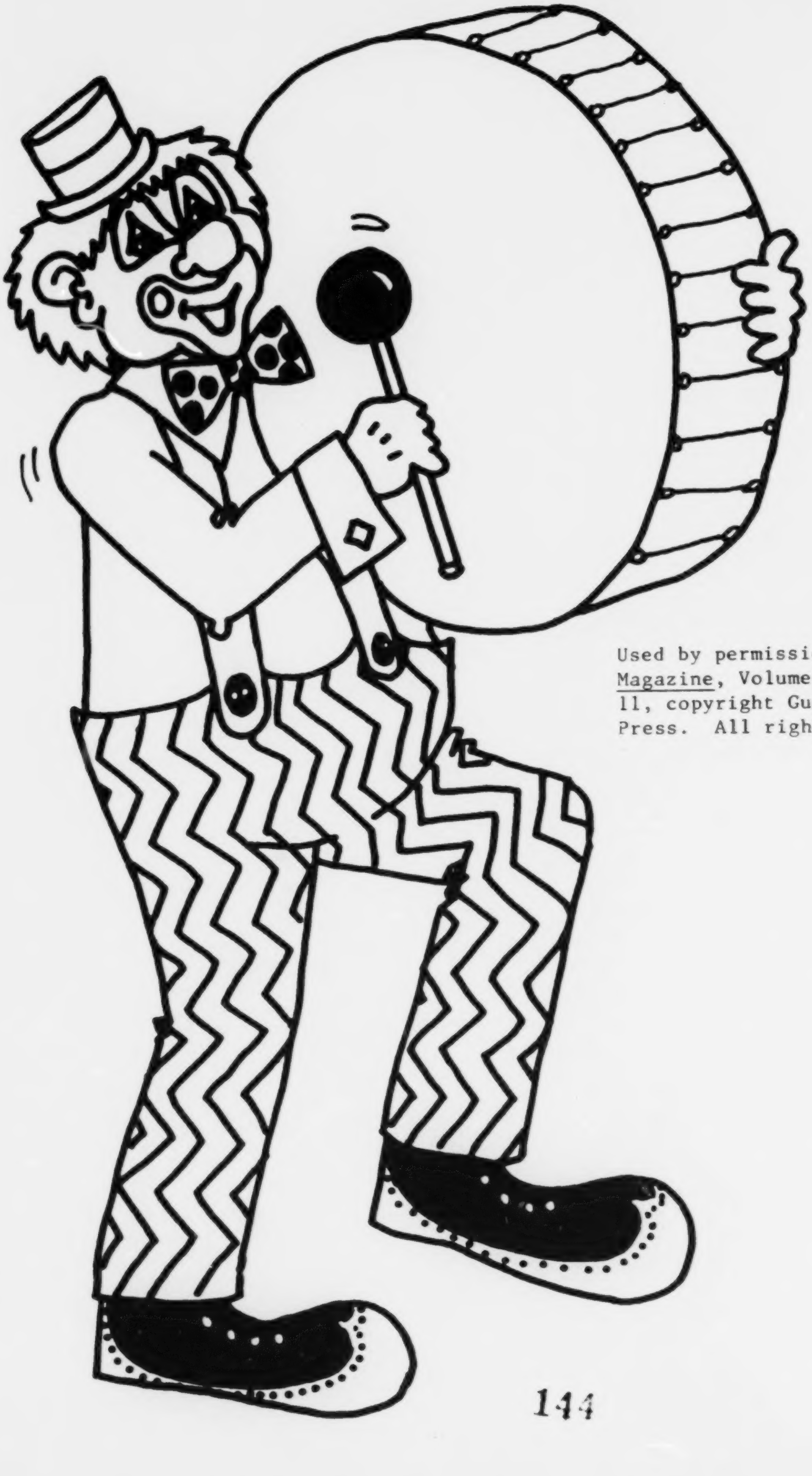

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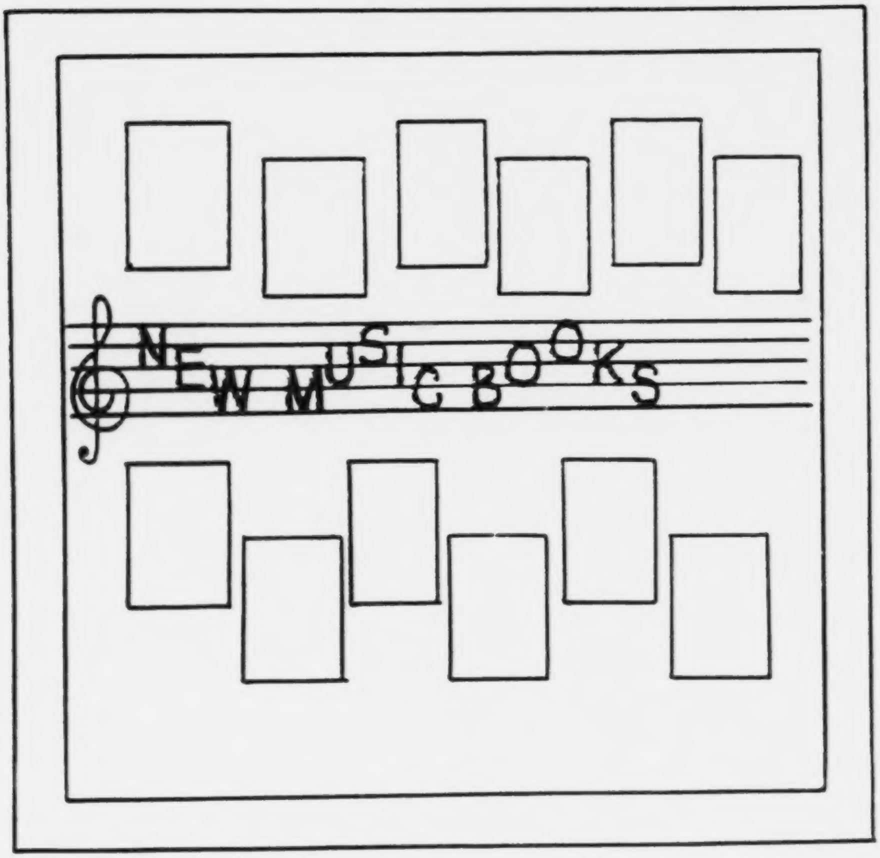

Background: Bright pink paper.

Musical staff: Black yarn or felt tip pen markings.

Lettering: Pinbacks.

Book jackets.

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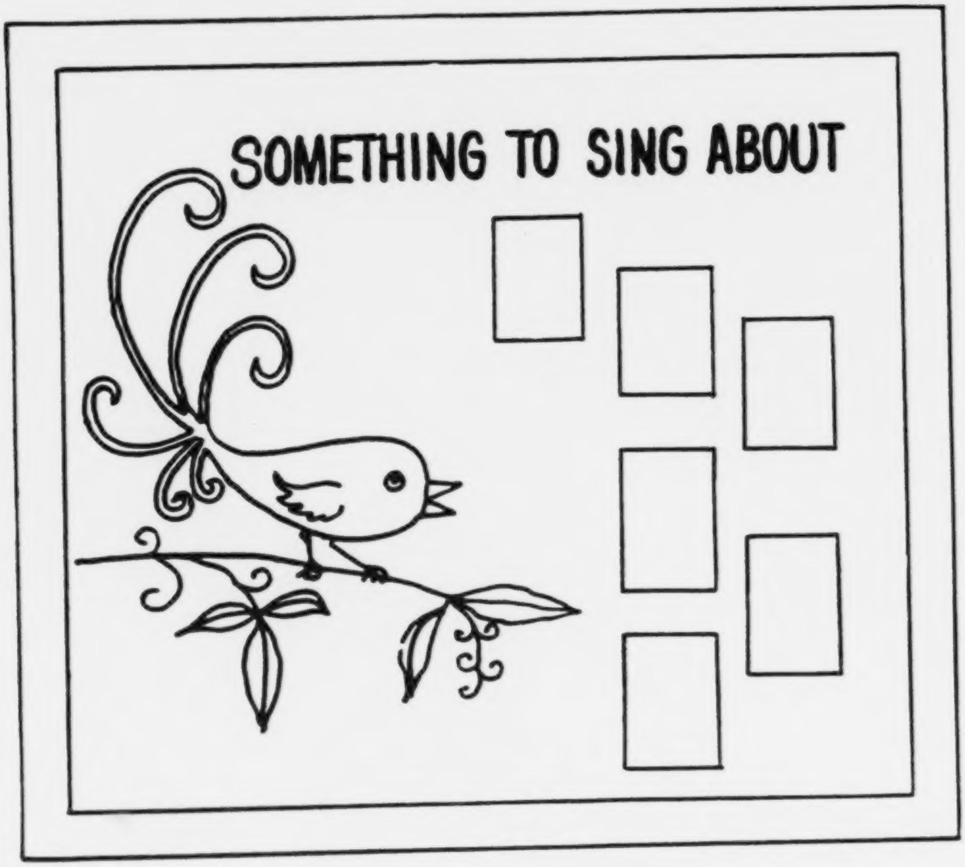

Background: White or light-blue paper.

Branch: Drawn on background with black felt tip pen.

Leaves: Green tissue or construction paper.

Bird: Yellow body with multicolored tail feathers made from tissue or construction paper. Tissue paper is most effective for bird and leaves.

Letters: Green construction paper.

Book jackets.

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THEME: Pirates Ahoy!

AGE RANGE: PS - 2

BOOKS:

Isadora, Rachel. Pirates of Bedford Street.

Peppe, Rodney. The Kettleship Pirates.

Baum, Louis. JuJu and the Pirate.

OTHER BOOKS THAT COULD BE USED:

Amoss, Berthe. Old Hasdrubal and the Pirates. (for older children)

Kessler, Leonard. Pirates' Adventure on Spooky Island. (easy reader) (This would be cute to do especially if you have a parrot puppet)

FINGERPLAYS:

"Ten Little Parrots" from: Kidstuff, v. 5, #6, "A Parcel of P's," pp. 10, 12, 20-26. See following pages.
(Can be done as a fingerplay with a fingerpuppet, or as a flannelboard poem. Patterns for both follow)

"Captain of the Pirates" Permission granted from the Wisconsin Department of Public Instruction. (see following pages)

FLANNELBOARD: Hutchins, Pat. One-Eyed Jake. (See patterns following)

CHALK STORY: Hidden Treasure from: Pflomm, Phyllis. Chalk in Hand. Metuchen, N.J.: Scarecrow, 1986. pp. 36-40. (Follows)

ACTIVITIES:

Have children dress as pirates for storytime (See costume section).

Do creative dramatics with the "Ten Little Parrots."

Make a paper newspaper pirate hat.

HANDOUT: Give parrot fingerpuppets as favors.

POEMS:

Nash, Ogden. "Custard the Dragon." (Use the book or blow up on story cards)

Benet, Stephen Vincent. "Captain Kidd." From: Tudor, Tasha. Wings From the Wind, Philadelphia, PA: Lippincott, 1964, p. 36.

FLANNELBOARD POEM

If you do not have a flannelboard, **A)** take a large piece of stiff cardboard (at least 24" X 36"), and **B)** cover it with a dark color felt. **C)**Secure the felt on the back with masking tape.

PATTERNS

A)Place medium weight Pelion over the parrot and numeral patterns in this issue, and trace the shapes on the pattern pages with a pencil (Pellon is a fabric stiffener interfacing sold in fabric stores). **B)** Outline each shape with a black marker to increase visibility, and then color with crayons or markers. **C)** Cut patterns out. **D)** If desired the parrot patterns may be further enhanced by gluing bits of feathers to the pattern pieces.

TO PRESENT

To ensure proper placement, each parrot pattern has a small numeral on it. Starting at the top left corner of the board and moving towards the right, place parrots #1 through #10 in a row. For small boards, make two rows (parrots 1-5, and parrots 6-10). Leave room under the rows for the numeral patterns.

When saying the first line of each verse, place the numeral pattern indicated by **bold face type**, in the center of the board, beneath the parrots. Remove that numeral when reciting the last line of each verse. Remove each parrot from the board, as directed. Follow other directions as noted in the verse.

TEN LITTLE PARROTS

Ten little parrots
(Place numeral 10)
Sitting in a line,
One **danced** away,
(Using a dancing motion, remove parrot #1)
And then there were nine.
(Remove numeral 10)

Nine little parrots
(Place numeral 9)
Eating from a plate,
One hopped away,
(Using a hopping motion, remove parrot #2)
And then there were eight.
(Remove numeral 9)

Eight little parrots
(Place numeral 8)
Looking up at heaven,
One walked away,
(Using a walking motion, remove parrot #3)
And then there were seven.
(Remove numeral 8)

Seven little parrots
(Place numeral 7)
Doing lots of tricks,
One leaped away,
(Using a leaping motion, remove parrot #4)
And then there were six.
(Remove numeral 7)

Six little parrots
(Place numeral 6)
Learning how to dive,
One swam away,
(Using a swimming motion, remove parrot #5)
And then there five.
(Remove numeral 6)

Five little parrots
(Place numeral 5)
Hiding in a rainy downpour,
One ran away,
(Using a running motion, remove parrot #6)
And then there were four.
(Remove numeral 5)

Four little parrots
(Place numeral 4)
Napping in a tree,
One tiptoed away,
(Using a tiptoe motion, remove parrot #7)
And then there were three.
(Remove numeral 4)

Three little parrots
(Place numeral 3)
Wondering what to do,
One jumped away,
(Using a jumping motion, remove parrot #8)
And then there were two.
(Remove numeral 3)

Two little parrots
(Place numeral 2)
Playing in the sun,
One flew away,
(Using a flying motion, remove parrot #9)
And then there was one.
(Remove numeral 2)

One lonely little parrot
(Place numeral 1)
Squawking loud and clear,
"Hey, everybody,
Come back here!"
(Remove numeral 1, return all parrots to board)

BRIGHT IDEA

After doing "Ten Little Parrots" as a flannelboard verse, do it again as a fingerplay! Hold up both hands with fingers extended. As each parrot leaves, put a finger down. Actions as highlighted by light face type may also be done. Leave one finger up while reciting the last verse. At the verse's end, put all fingers up, and make squawking noises.

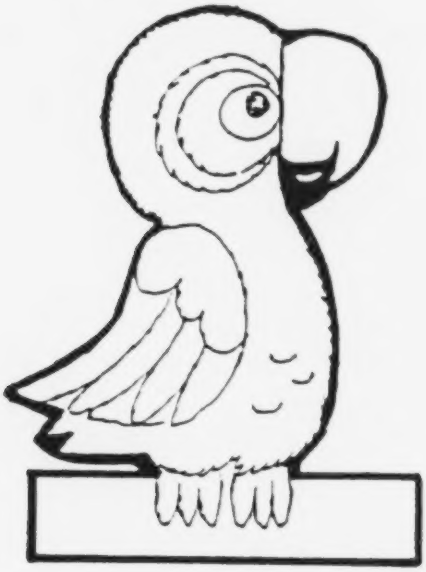
"Ten Little Parrots" may also be repeated as a creative dramatics activity! Choose ten children to be the parrots. Recite each verse picking one child to leave by doing the action as highlighted in light face type. Conclude by saying the last verse and having the remaining child squawk and flap arms like wings until the other parrots come back.

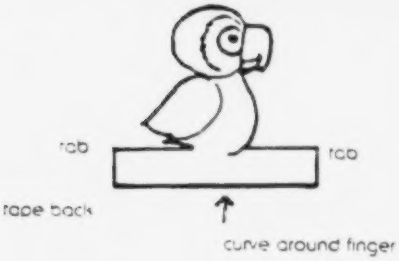
KIDSTUFF, Vol.5, #6, pp. 12,20-26.

The parrot may be used as a coordinated craft project with the Flannelboard verse "Ten Little Parrots" by making the puppet after the flannelboard presentation. "Ten Little Parrots" may also be used as a fingerplay. To do so, the verse is started with the presenter wearing ten of the fingerpuppets. As each parrot leaves, put a finger down (remove puppet) until one parrot remains.

MATERIALS

Crayons, scissors, tape and one fingerpuppet pattern per child.





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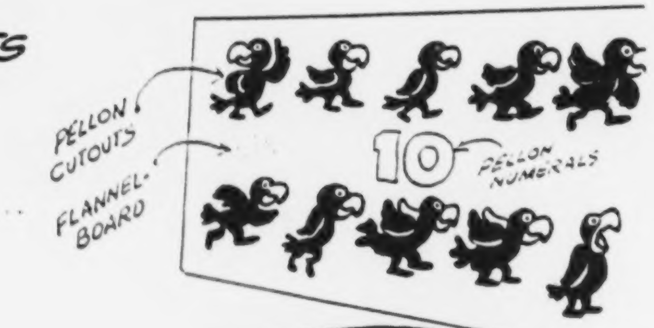
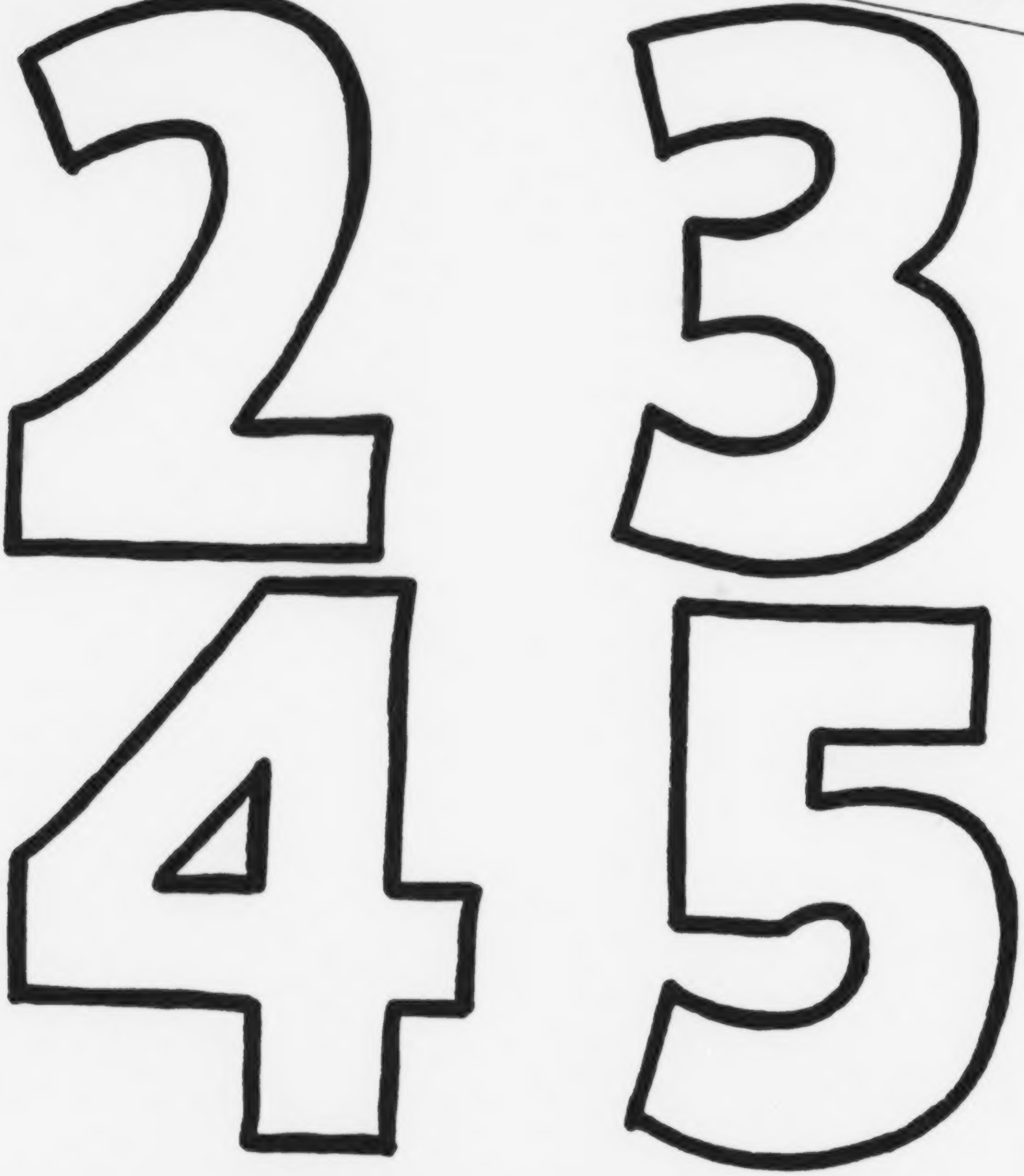
10 LITTLE PARROTS

FLANNELBOARD
POEM
(PG. 12)

PATTERNS PGS. 20 THRU 26


PELLON CUTOUTS
FLANNEL-BOARD
10
PELLON NUMERALS



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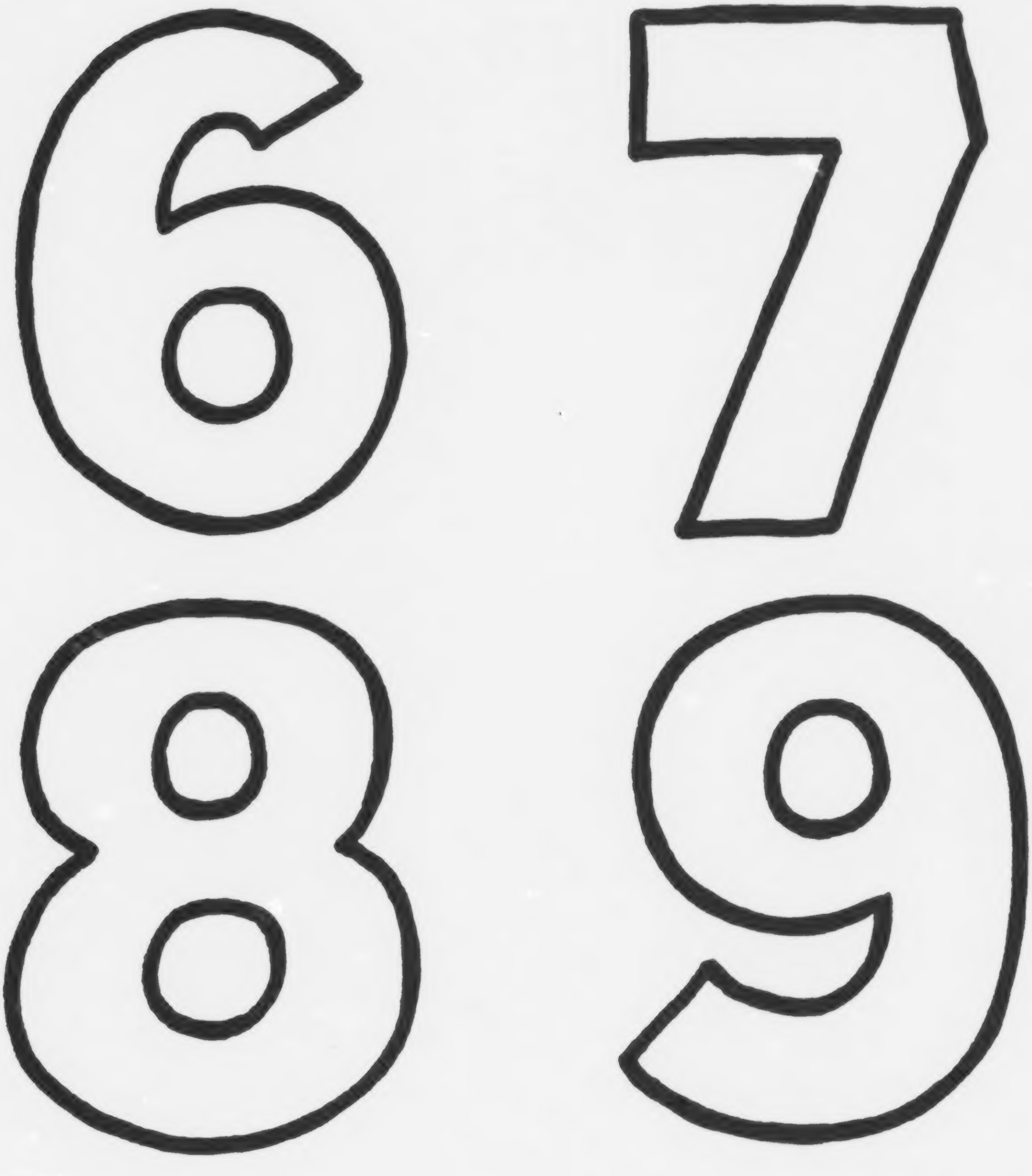
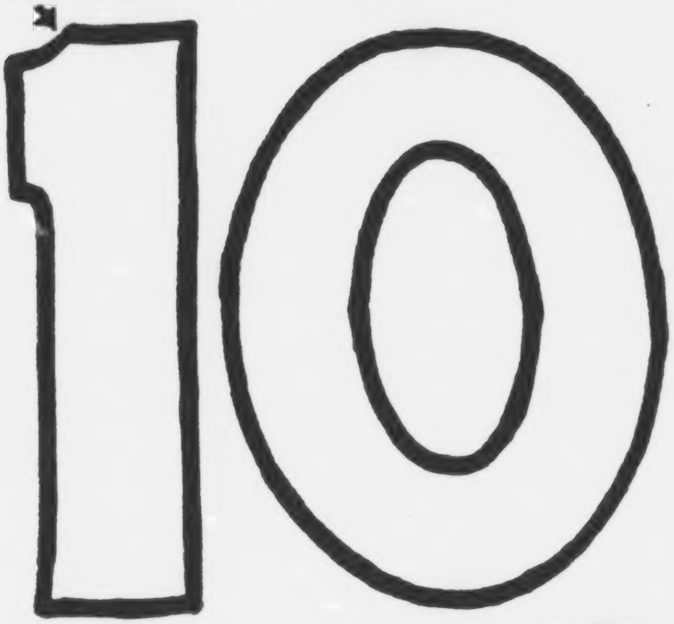
10 LITTLE PARROTS




USE ALONE FOR NUMERAL ONE

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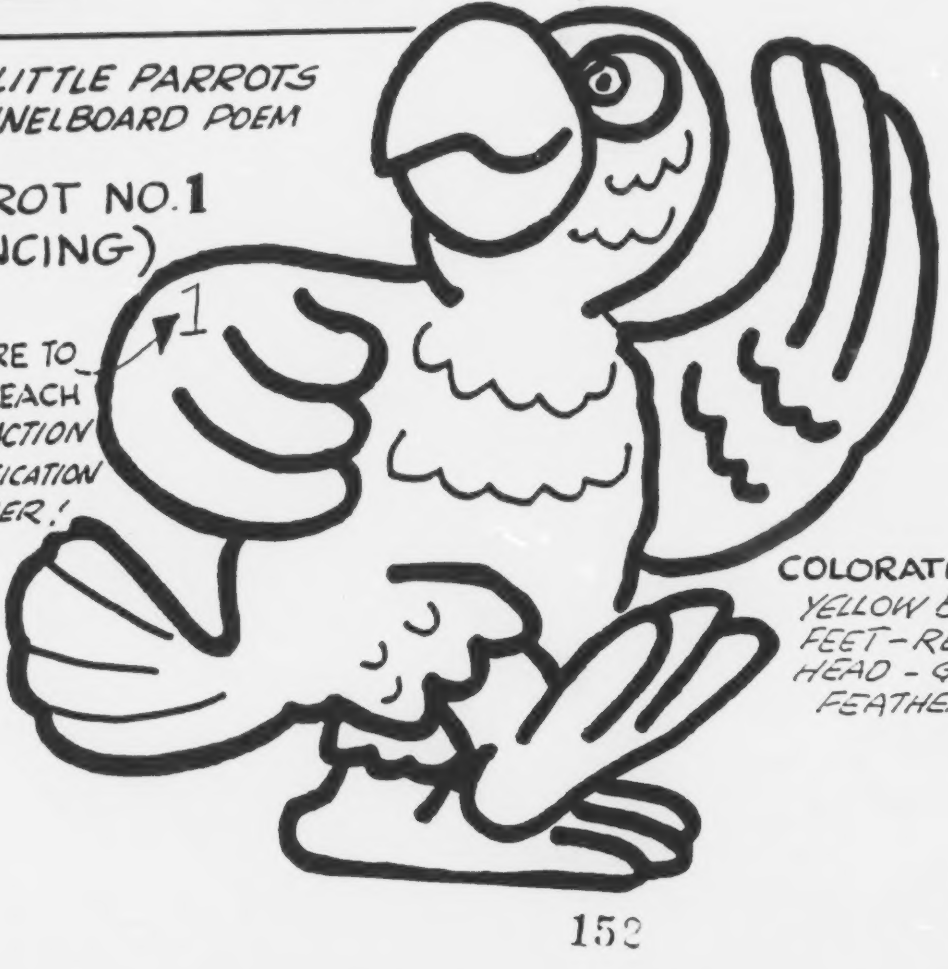
TEN LITTLE PARROTS FLANNELBOARD POEM

PARROT NO. 1 (DANCING)

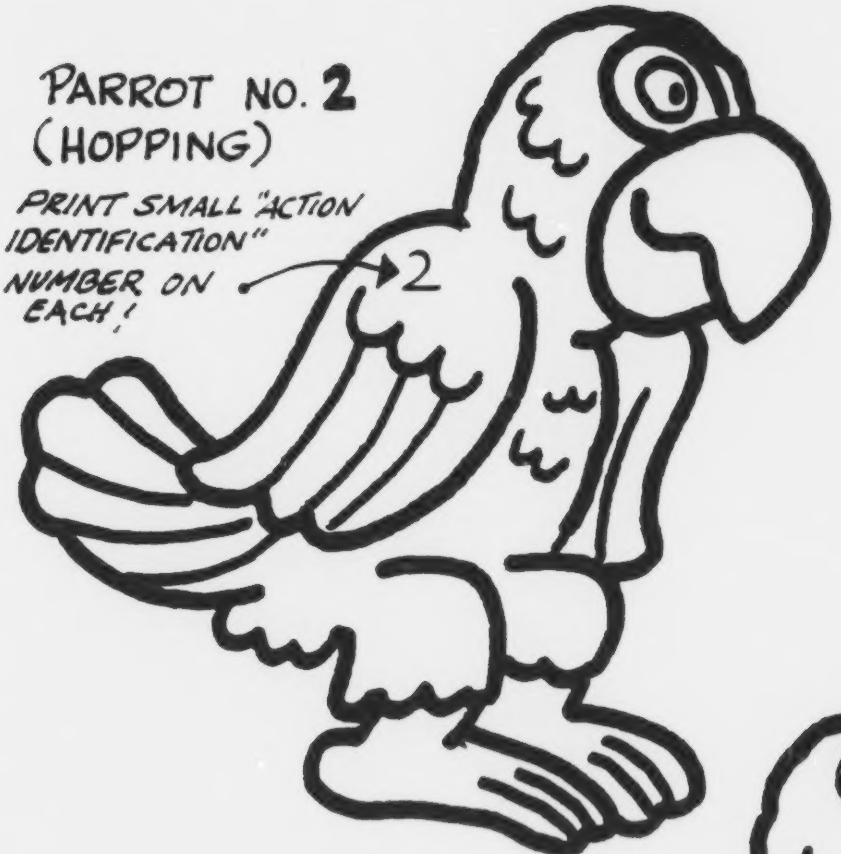


BE SURE TO MARK EACH WITH *ACTION IDENTIFICATION* NUMBER!

COLORATION:
YELLOW BEAK & FEET – RED HEAD – GREEN FEATHERS.

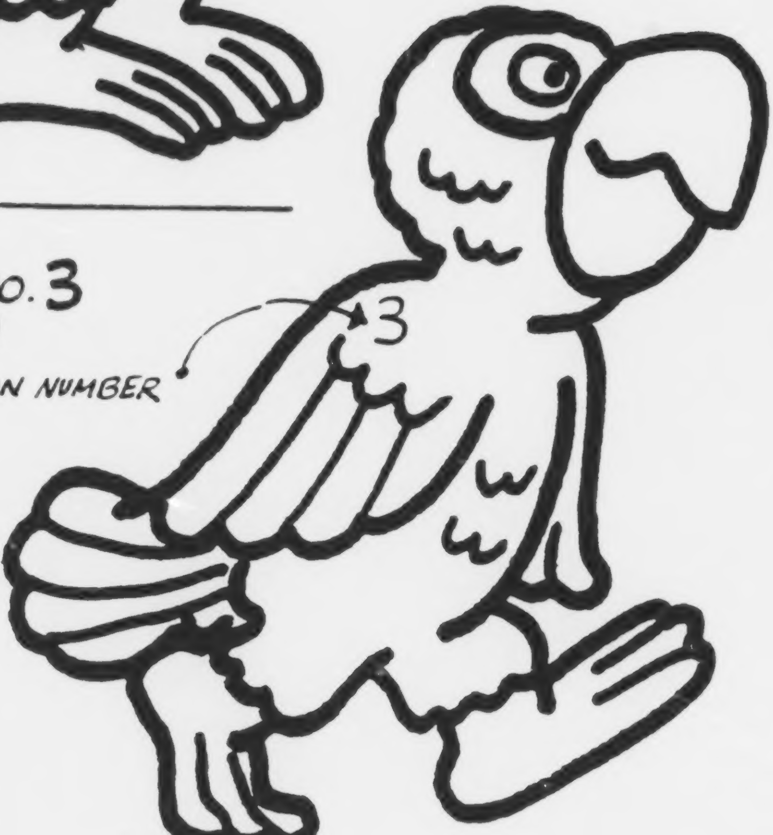
PARROT NO. 2
(HOPPING)

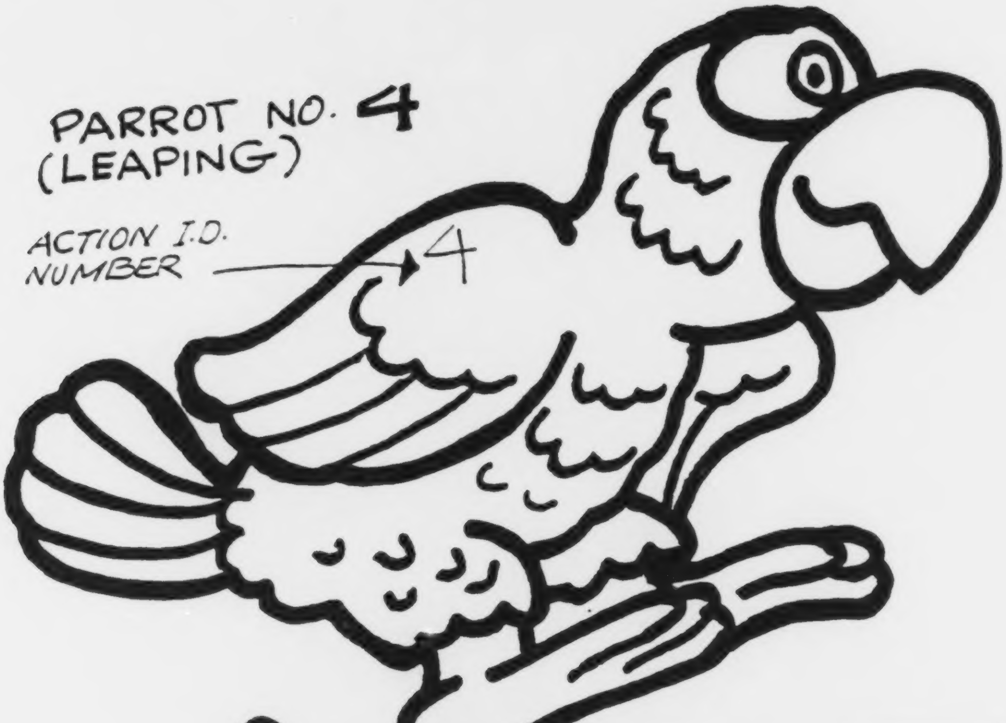
PRINT SMALL "ACTION IDENTIFICATION" NUMBER ON EACH!

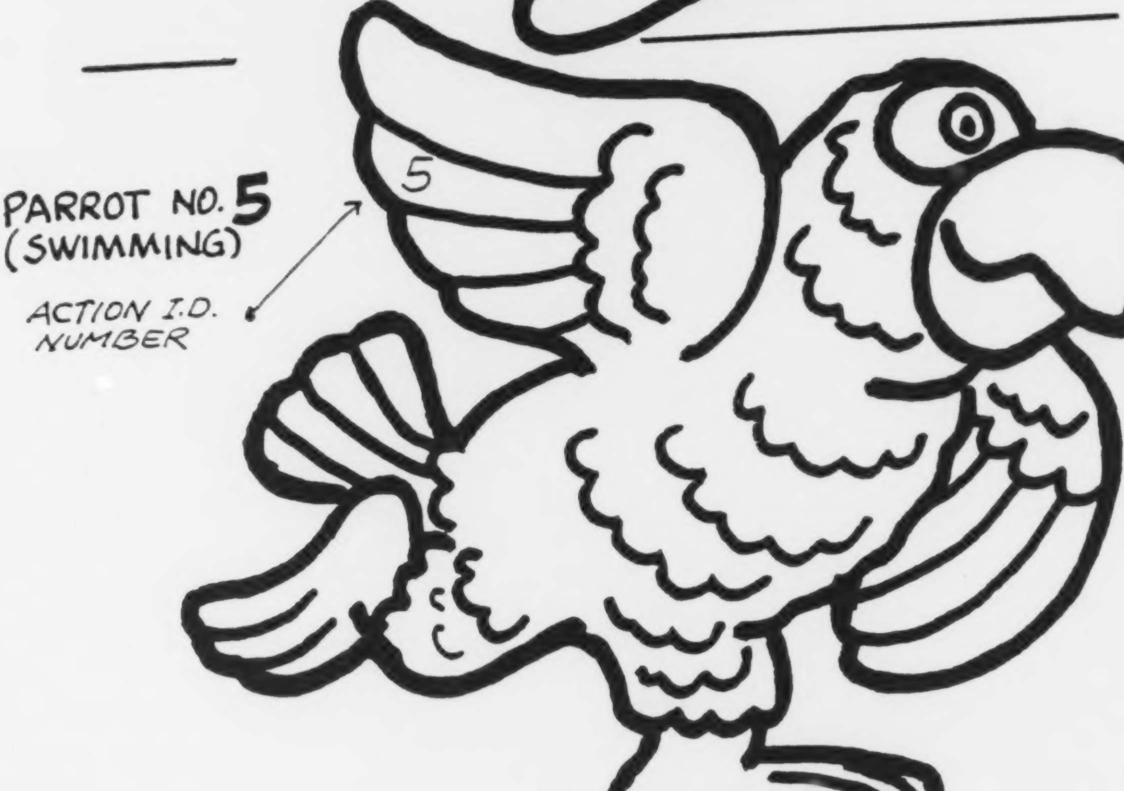


PARROT NO. 3
(WALKING)

ACTION IDENTIFICATION NUMBER

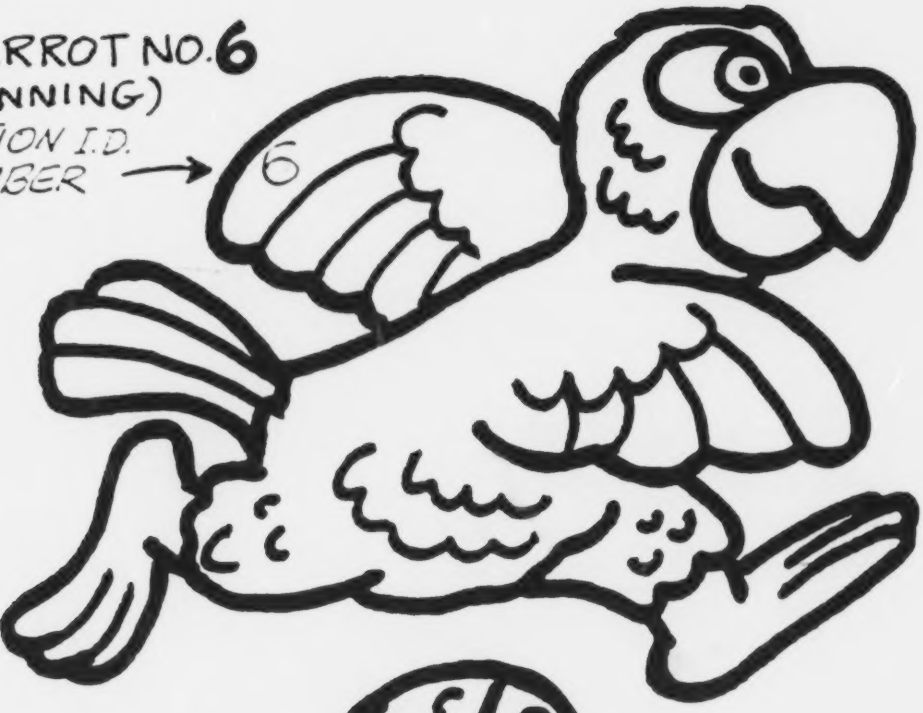



PARROT NO. 4
(LEAPING)
ACTION I.D. NUMBER
4

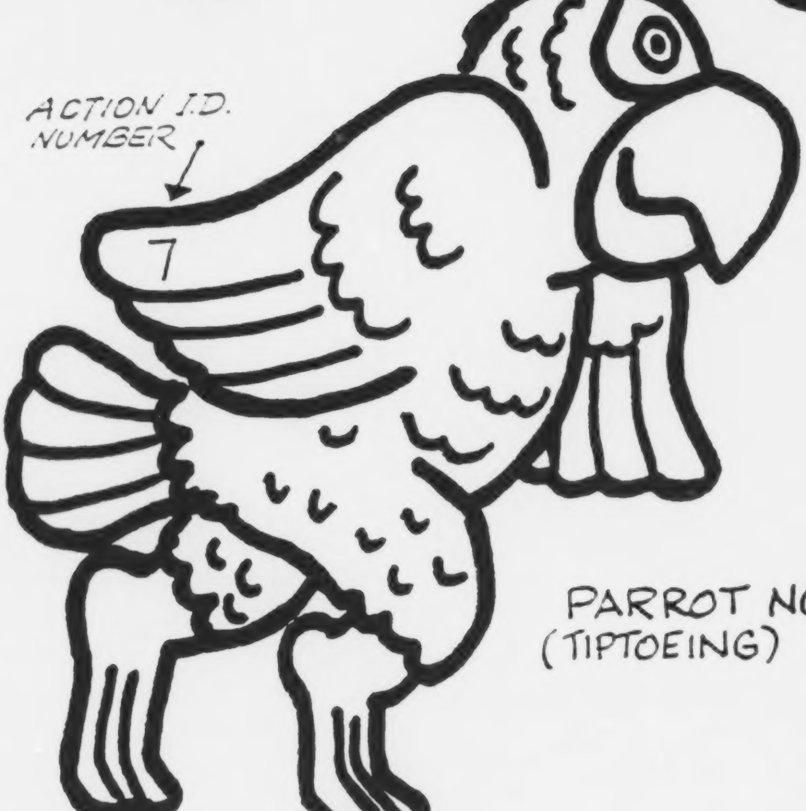

5
PARROT NO. 5
(SWIMMING)
ACTION I.D. NUMBER

PARROT NO. **6**
(RUNNING)

ACTION I.D. NUMBER →



ACTION I.D. NUMBER ↓



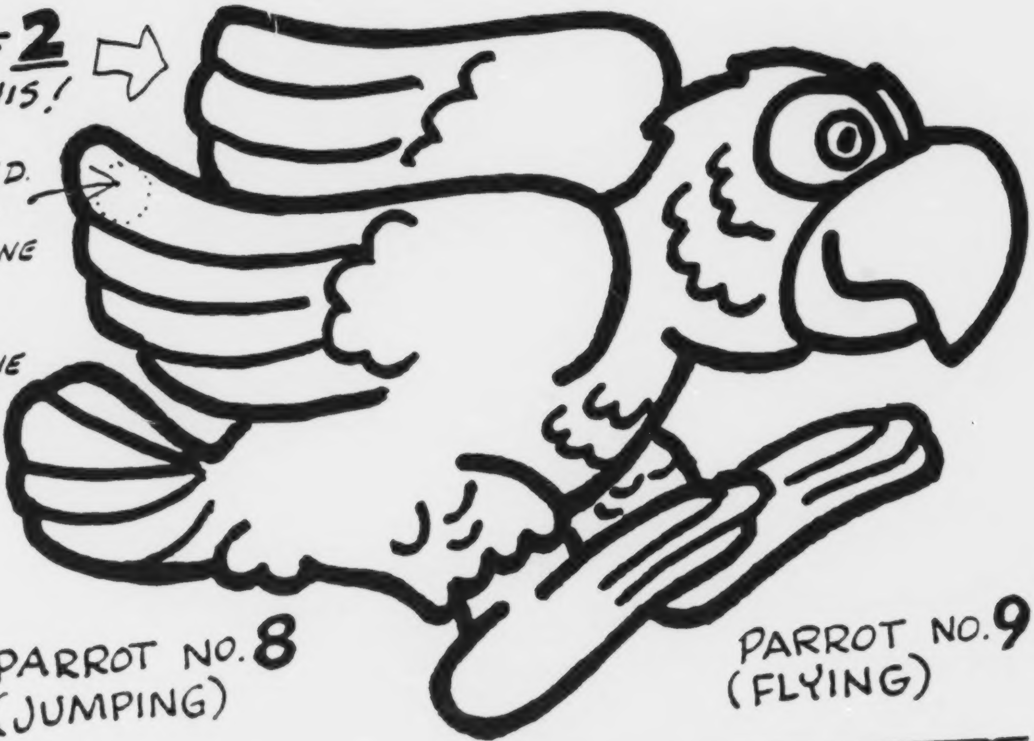
PARROT NO. **7**
(TIPTOEING)

MAKE 2 LIKE THIS!

ACTION I.D. NUMBER

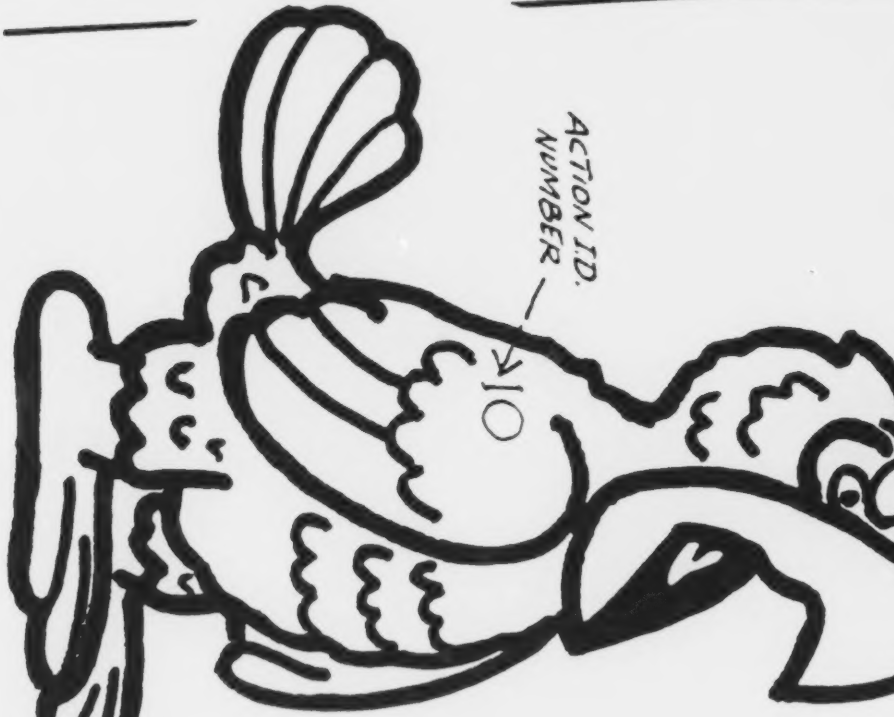
MARK ONE PARROT NO. 8

MARK ONE PARROT NO. 9



PARROT NO. 8 (JUMPING)

PARROT NO. 9 (FLYING)


ACTION I.D. NUMBER

PARROT NO. 10 (SQUAWKING)

Fingerplays

Captain of the Pirates

I'm a fierce pirate,	(Brandish sword or dagger)
Captain of my ship.	
I stride the deck	(Walk in place)
With hand on hip.	(Hands on hips)
Our big black flag	
Shows a skull and bones	(Hands over eyes, or look through telescope)
Everybody moans.	(Throw up hands and moan)
Out of the hold	
Dark and dank,	(Climb ladder with hands)
We bring the captive	(Hands tied behind back)
Who walks the plank.	(Walk fingers of one hand off index finger of other hand)
Without our gold and silver,	
Away we go	
With many a SHOUT	(Cup hands around mouth)
And a YO-HO-HO!	(say loudly)

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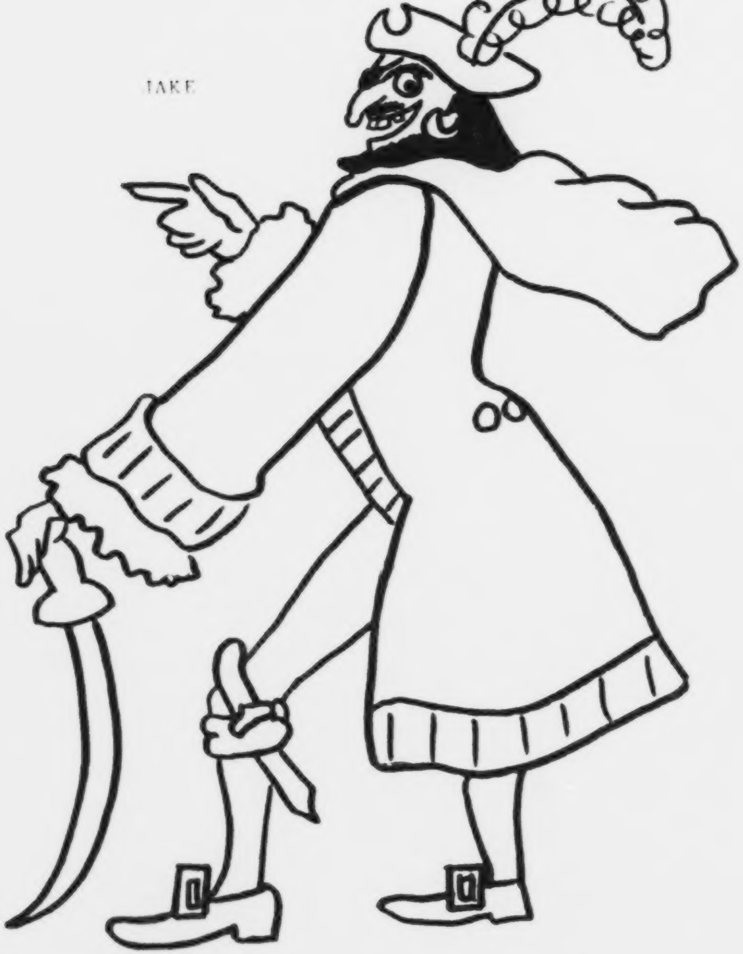
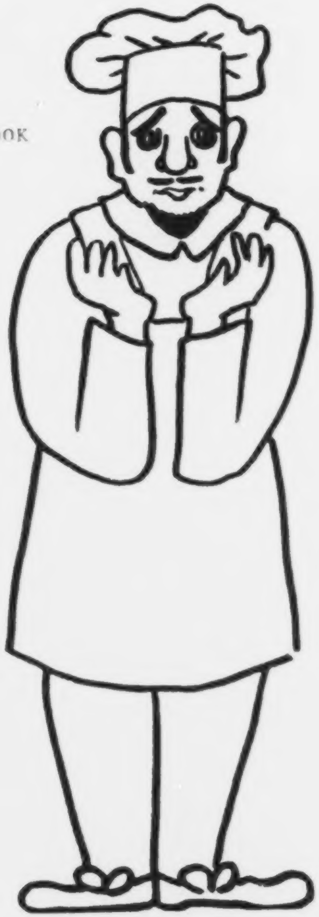
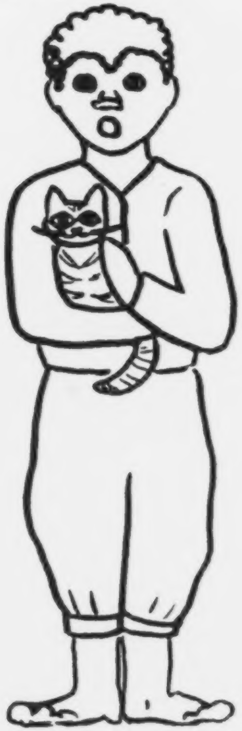
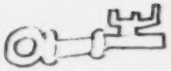
FLANNEL BOARD PATTERNS FOR ONE-EYED JAKE by PAT HUTCHINS. (Patterns adapted by J. Tozer,
E.B.R.Parish Library staff member)





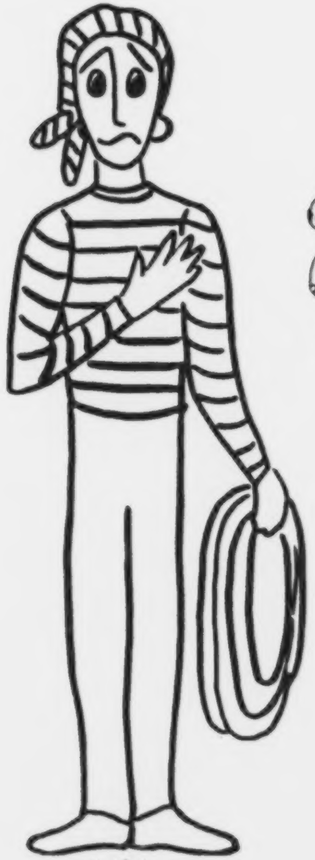

JIM,
the cabin boy

All flannel board patterns should be enlarged by 10%.

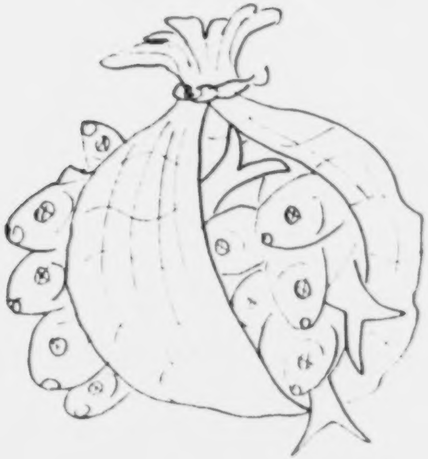


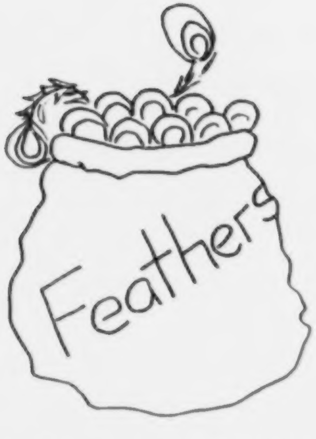
KEY to the cabin

BOSUN



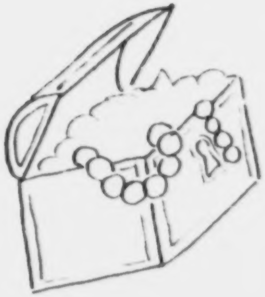
FISHERMEN'S CATCH





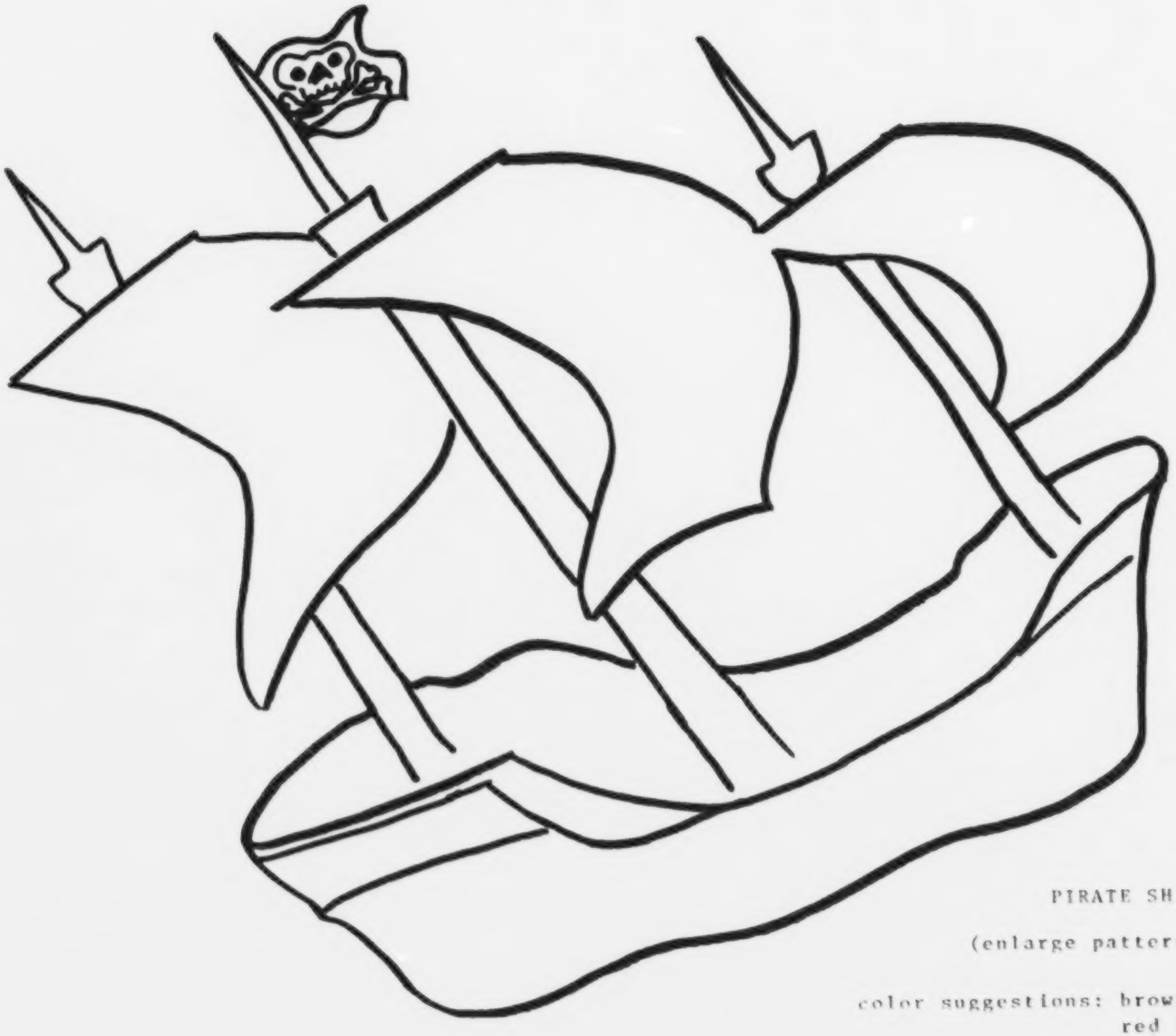
CARGO OF PEACOCK FEATHERS

(Cut sack out of felt,
glue craft feathers
coming out of the top)



PASSENGERS' JEWELRY

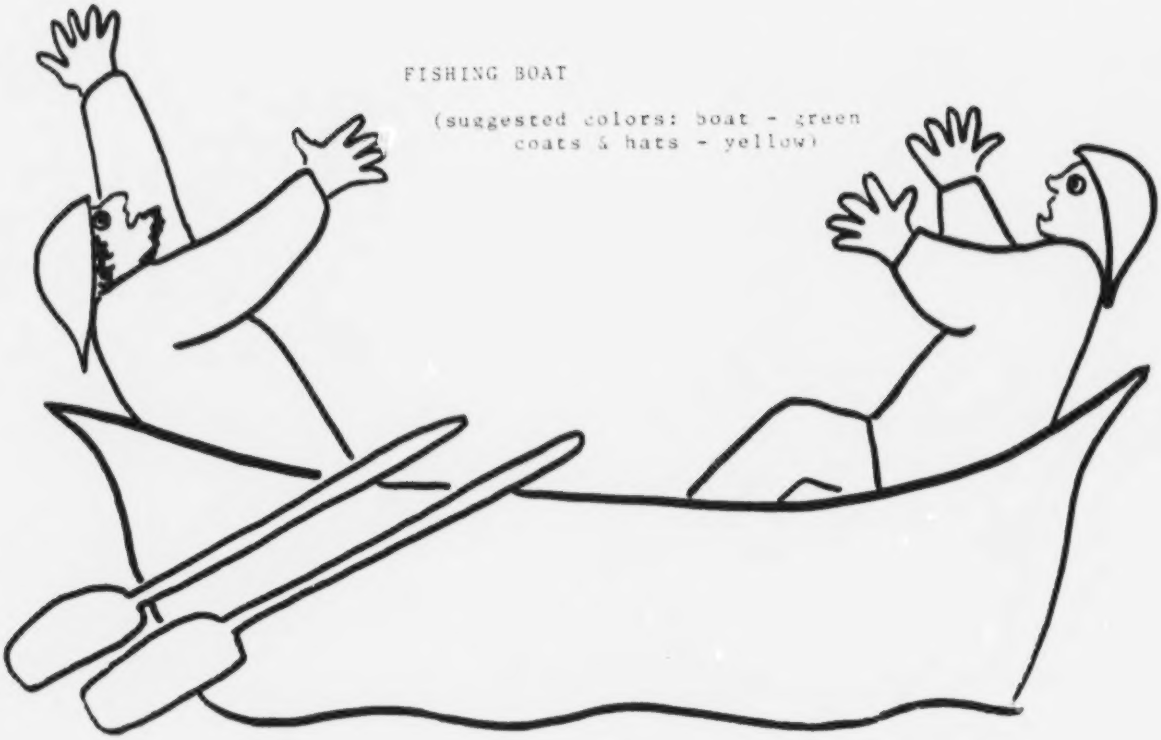
(Cut chest out of felt, glue on multi-colored
sequins to look like jewels inside.)



PIRATE SHIP

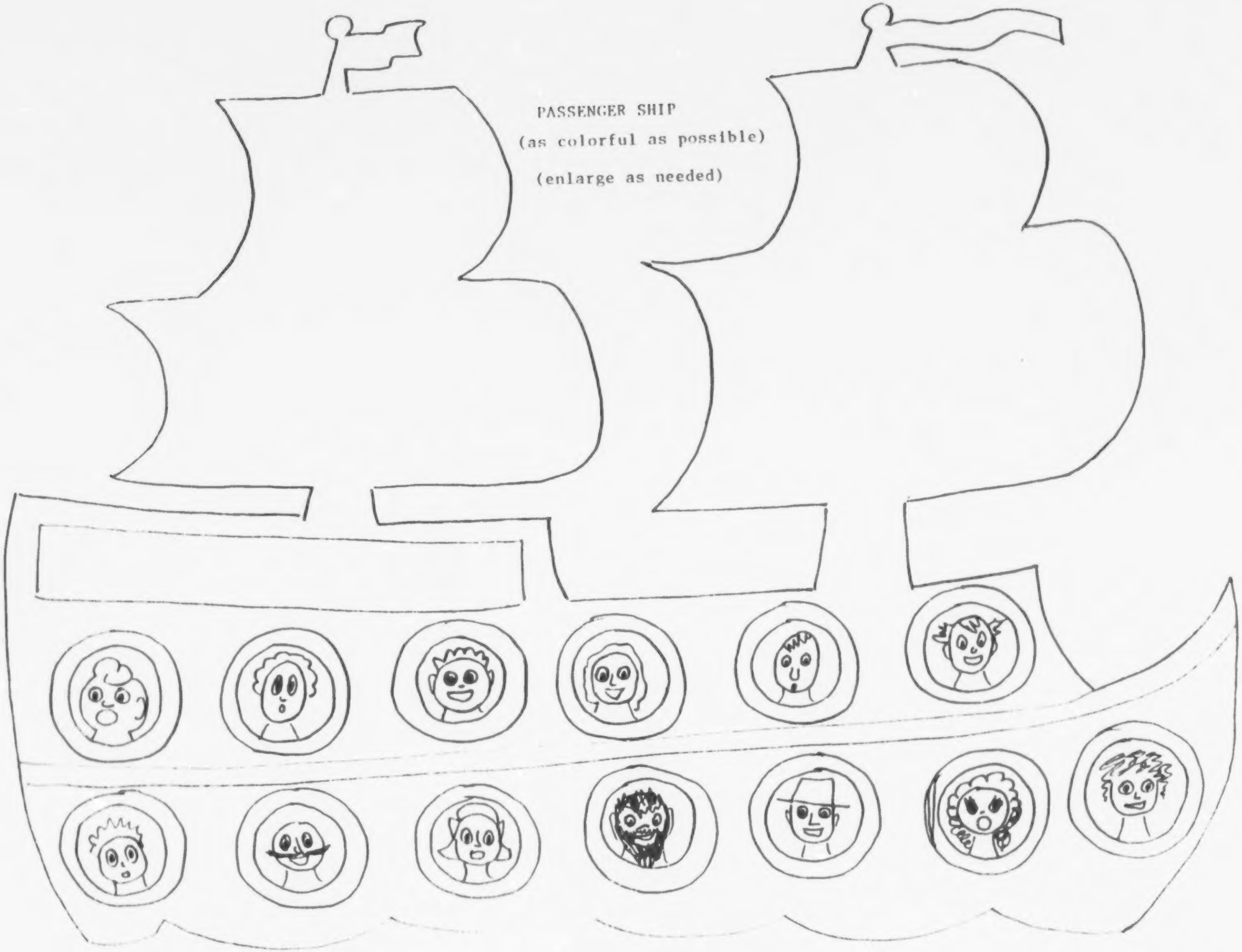
(enlarge pattern as needed)

color suggestions: brown ship
red sails
(black pirate flag)

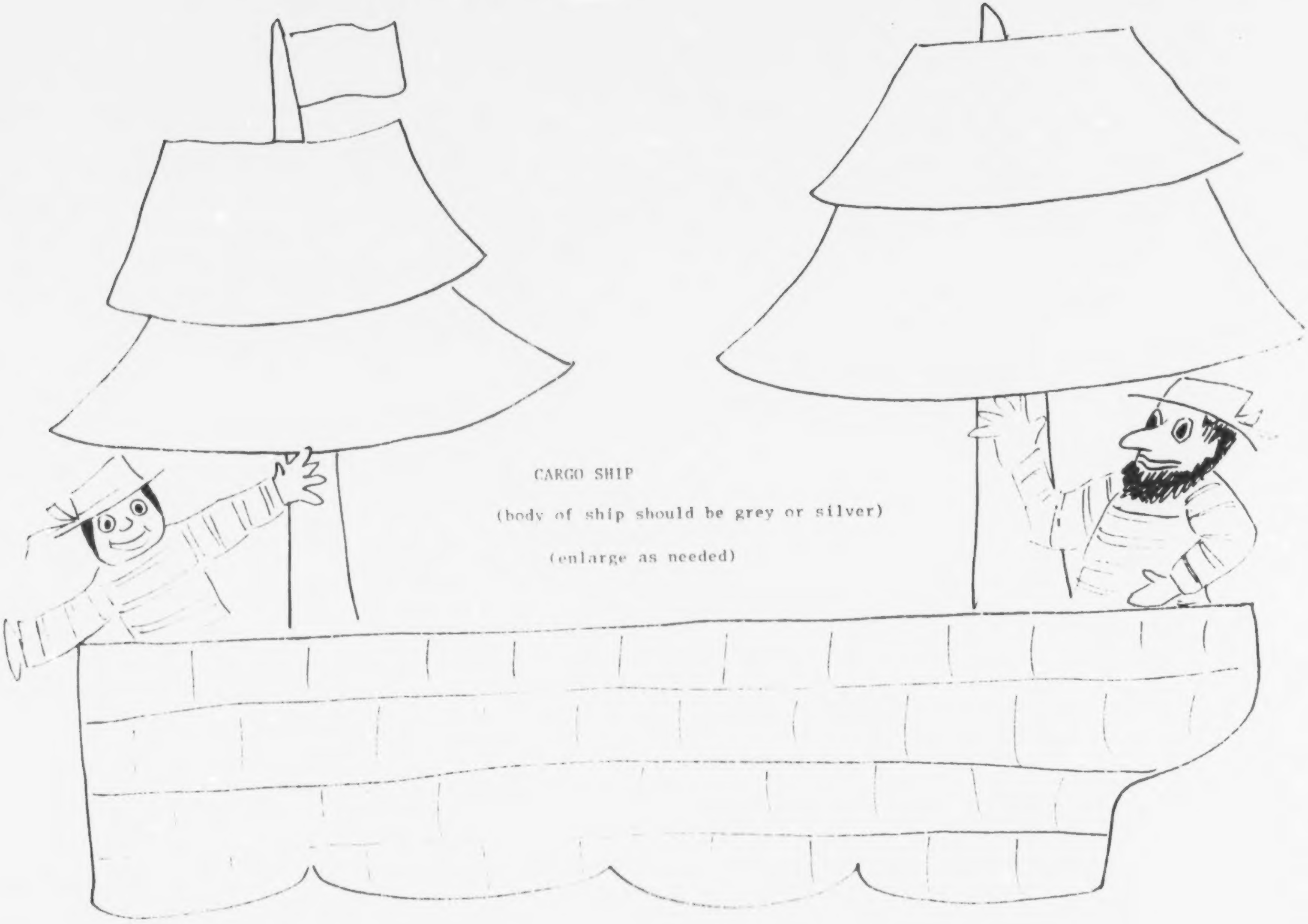


FISHING BOAT

(suggested colors: boat - green
coats & hats - yellow)



PASSENGER SHIP
(as colorful as possible)
(enlarge as needed)



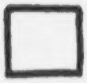
CARGO SHIP

(body of ship should be grey or silver)

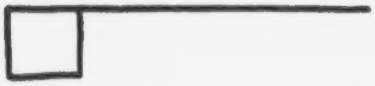
(enlarge as needed)

HIDDEN TREASURE

For a special vacation last year B. J. and Erin went to Florida to visit their grandparents who lived in a little square house near the ocean. Here it is.

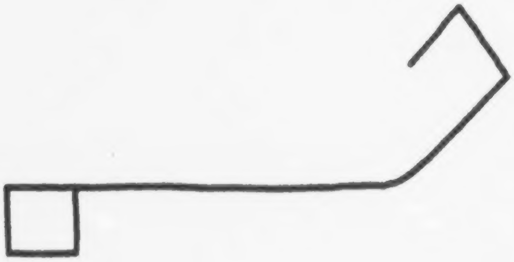


Of course everyone wants to take souvenirs home from a vacation, but B. J. and Erin had spent all of their allowance. So one morning they started off down the beach like this....looking for sea shells along the way.

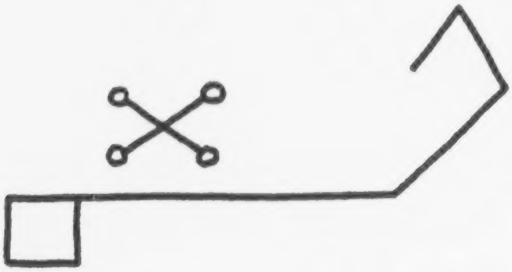


When they were a good distance from the little square house, the sky suddenly clouded over, and it began to rain. They had to find shelter, so they were happy to see a pointed roof sticking up behind a tremendous sand dune.

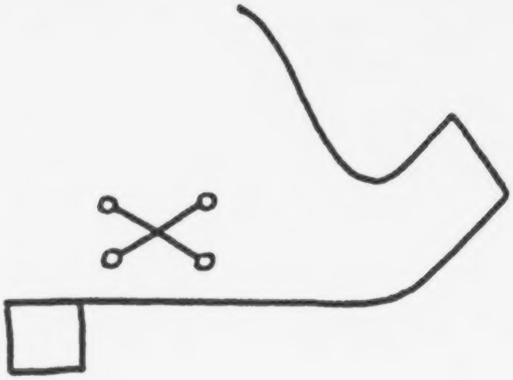
They scrambled over the sand dune into a dilapidated old building that was hardly more than a shack.



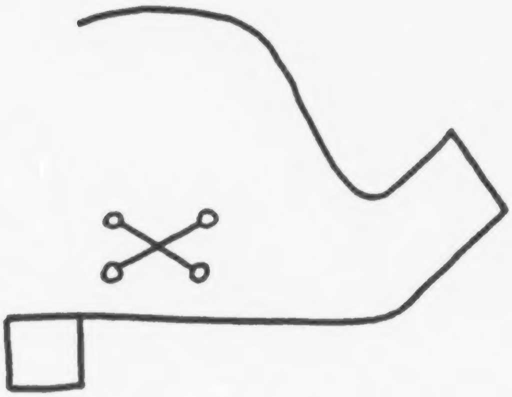
When their eyes became accustomed to the darkness, they noticed a paper tacked to a wall. It was covered with spidery, old-fashioned writing, and at the bottom was a big X with knobby ends like this.



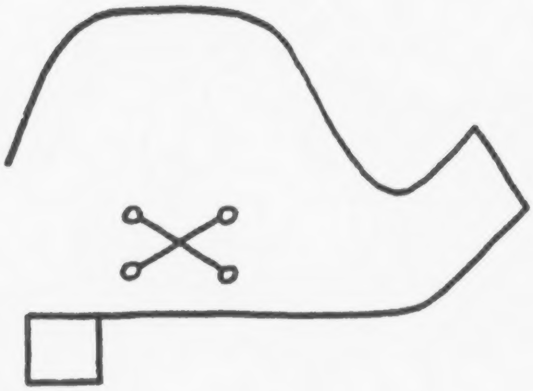
Reprinted by permission from Chalk In Hand by Phyllis Pflomm (Metuchen, N.J.: Scarecrow Press, Inc. 1986). Copyright (c) 1986 by Phyllis Pflomm.



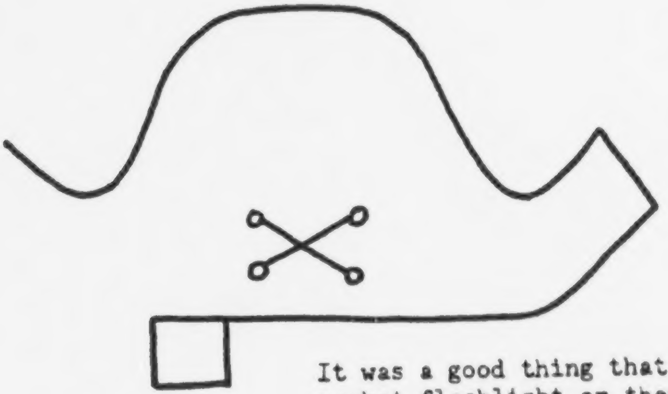
The writing began, "X marks the spot where lies my treasure," and it was signed "Captain Crook." B. J. ripped the paper from the wall and read on: "First go up and over." Turning Erin noticed a ladder, so they climbed slowly up....



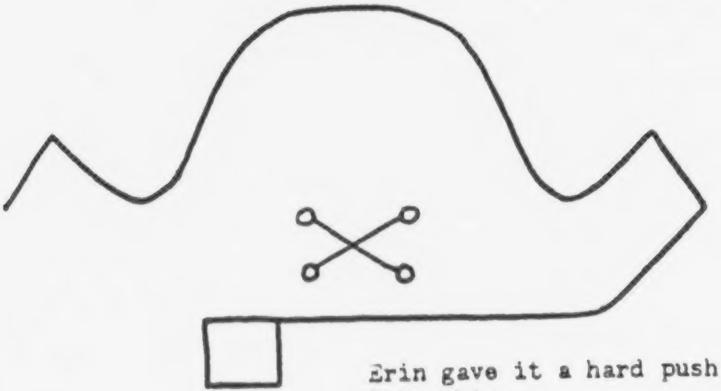
through a hole in the ceiling, and over like this....just the way the directions had said, until they reached a wall.



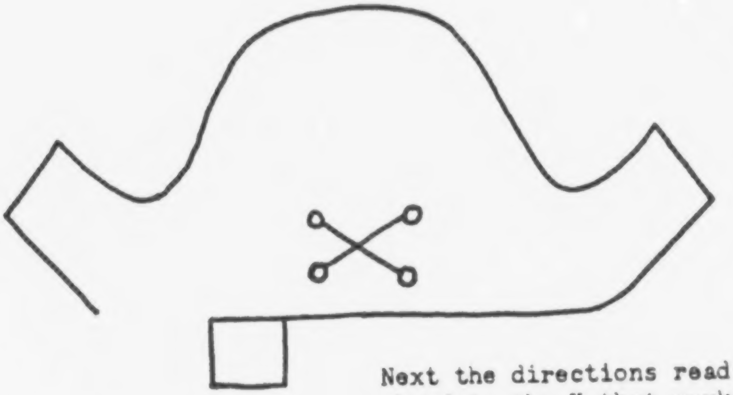
B. J. read on: "Press the magic panel and proceed." So Erin touched the wall here and there, until suddenly a door slid open, and they crept down some dark steps like this.



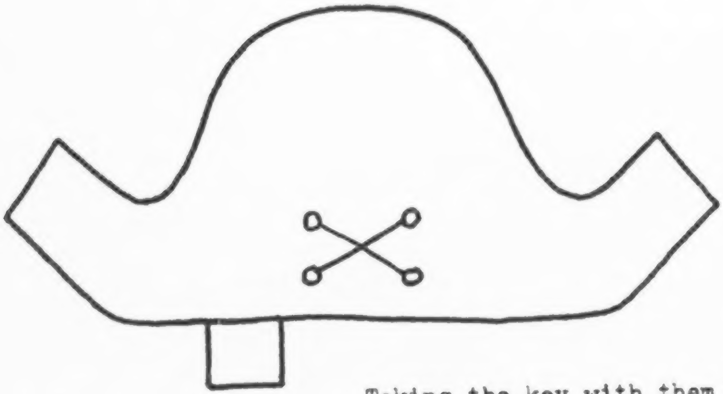
It was a good thing that B. J. had his handy pocket flashlight or they might not have noticed that the stairway turned and led up to a trap door here.



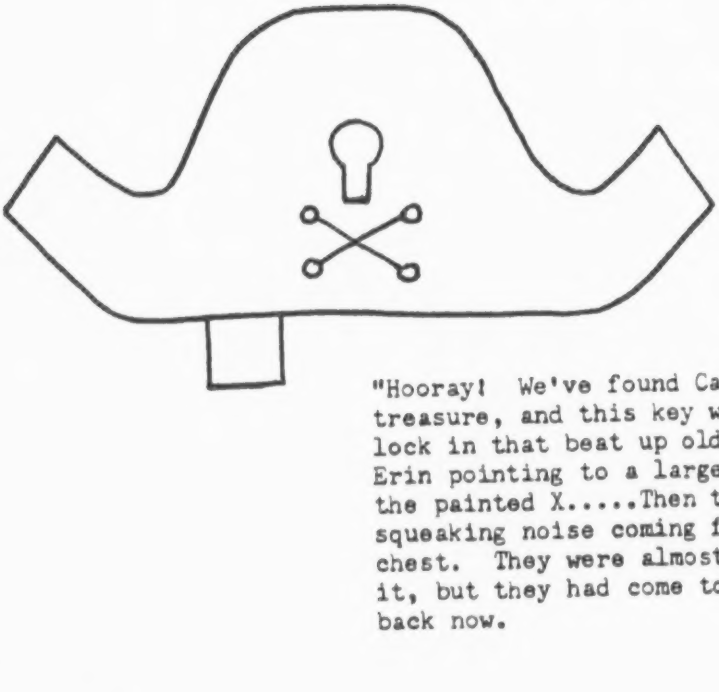
Erin gave it a hard push, and it swung open like this.



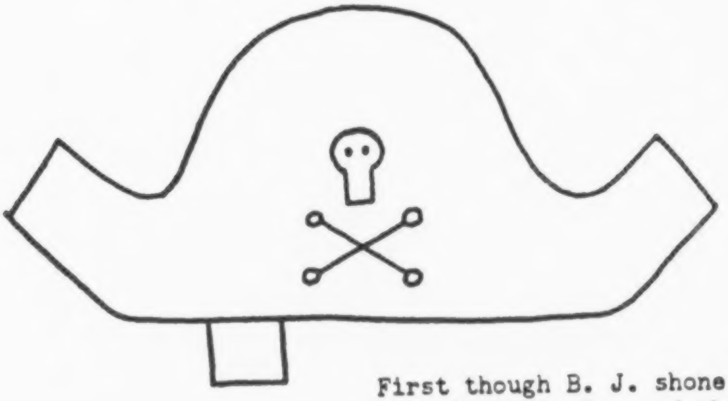
Next the directions read: "Down the hatch, straight ahead to the X that marks the spot." So they dropped down like this to a musty cellar, landing on top of something which turned out to be an enormous key.



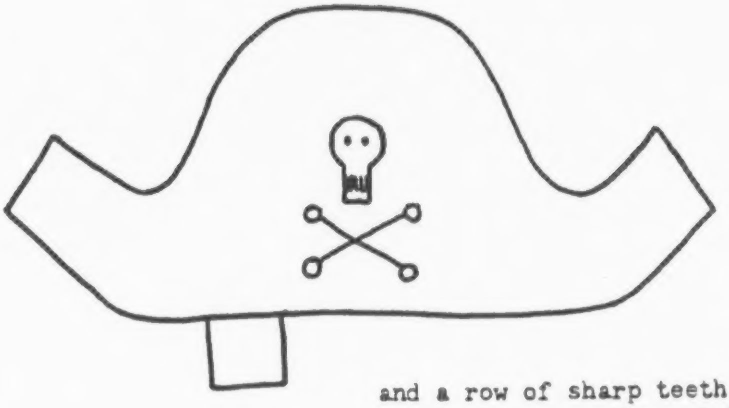
Taking the key with them they crept straight ahead like this....until they saw an old, crumbling sea chest with a big X painted on the front.



"Hooray! We've found Captain Crook's treasure, and this key will fit the lock in that beat up old chest," cried Erin pointing to a large keyhole above the painted X.....Then they heard a squeaking noise coming from inside the chest. They were almost afraid to open it, but they had come too far to turn back now.



First though B. J. shone his flashlight into the keyhole, and they saw two tiny eyes here,



and a row of sharp teeth, in fact, mouse teeth, here.....When at last they opened the sea chest, the mouse jumped out and ran away, and all that was left inside was this old pirate's hat and eye patch.

If B. J. and Erin were a little disappointed not to have found a real treasure, they had to admit that they were bringing home a fine souvenir from their Florida vacation.

THEME: Treasures in the Sand

AGE RANGE: Primary

BOOKS:
Lindgren, Barbara. The Wild Baby Goes to Sea.
McCloskey, Robert. One Morning in Maine.
Tresselt, Alvin. I Saw the Sea Come In.
Zion, Gene. Harry by the Sea.

FILMS:
Captain Silas. 15 min. (LSL)
Sea Sorcery. 14 min. (LSL)
Treasure of the Grotocean. 16 min. (LSL)

ACTIVITIES:
Craft: Flying gull
Craft: Sailboat
Craft: Sailor hat
Flannel board: Sea life
Flannel board: There's a Hole in the Bottom of the Sea

POEMS:
"She Sells Seashells"
"Shore"

SONGS:
"I'm a Fish"
"Sand"
"Sand Castle"
"Summer"
"There's a Hole in the Bottom of the Sea"
"To the Beach"

HANDOUTS: Fish Colorsheet

EXTENDERS: Bulletin Board Ideas:

"Explore the Sea"
"Sea Stories"

FLYING GULL

It's absolutely amazing what one can do with a few pieces of construction paper and a rubber band! This craft idea turns into a seagull that looks like it is flying as a string is gently pulled up and down. Before sending these home with children you may want to hang the seagulls from your ceiling to decorate your work area.

MATERIALS

A. White 9" x 12" construction paper (two sheets per child)
B. Black, yellow, and brown crayons or markers
C. One long rubber band and length of string per child
D. Scissors and tape.

DIRECTIONS

On pages 9 and 10 you will find reproduction quality masters of the gull's body and wings. You can reproduce these patterns exactly using construction paper in a plain bond copier, or by tracing for use with a spirit duplicator or a mimeograph machine. The patterns are a large size and will not fit onto one sheet of paper. Use one sheet per child for the body and a second sheet for the wings.

1. Pass out patterns to children. Have them color the wing tip feathers, tail tips and eyes black. Color the beak yellow and the legs brown. Have children write their names on the reverse side of the wings and body.

2. Have children cut out, both body and wings, carefully following the HEAVY, SOLID BLACK lines as best as they can. Punch holes where shown using a sharp pencil or a hole puncher.

3. You may have to give help in folding with younger children. Next fold DOWN the dotted line on the gull's body. Tape beaks together at the tips.

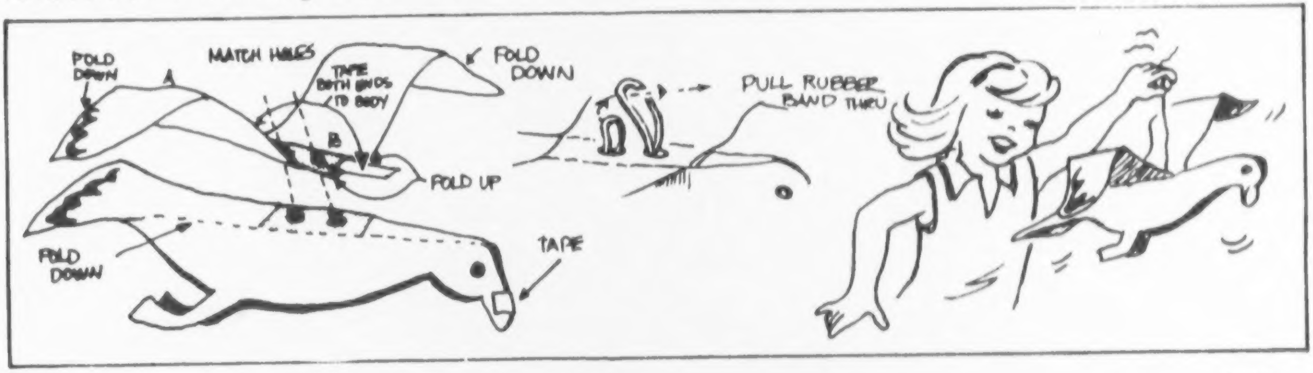
4. On the wings, fold DOWN dotted line A on both sides of the wings. Next fold UP dotted line B, on both sides.

5. Now match the gray areas of the body and the wings together, and align holes. Tape in place as shown in illustration.

6. Push tips of a rubber band up through the holes. Next thread a length of string through both ends of the rubber band. Knot the ends of the string (you may have to help with the knotting).

As the string is held gently pull it up and down and the wings will move as if the gull is flying.

While this craft is a little more involved than things usually presented in Kidstuff, our staff was so intrigued with the gull that we thought that it was worth the extra effort involved. If you are going to do this with a large group, try to arrange for a parent or aide to assist with the folding and knotting. When you see the graceful movements of the wings and the children's delight, you'll be as charmed with the "Flying Gull" as we were!



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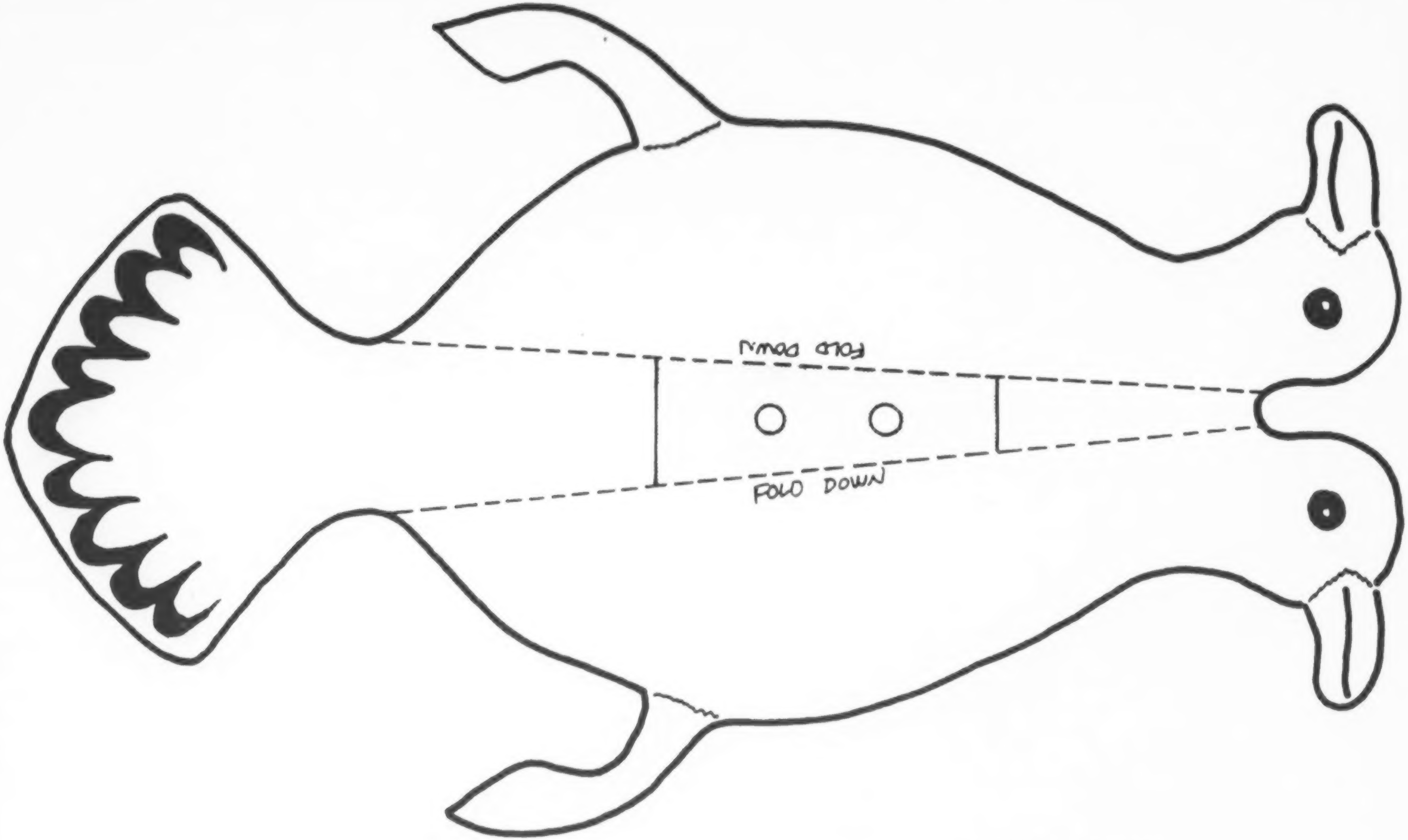
FOLD DOWN
FOLD DOWN

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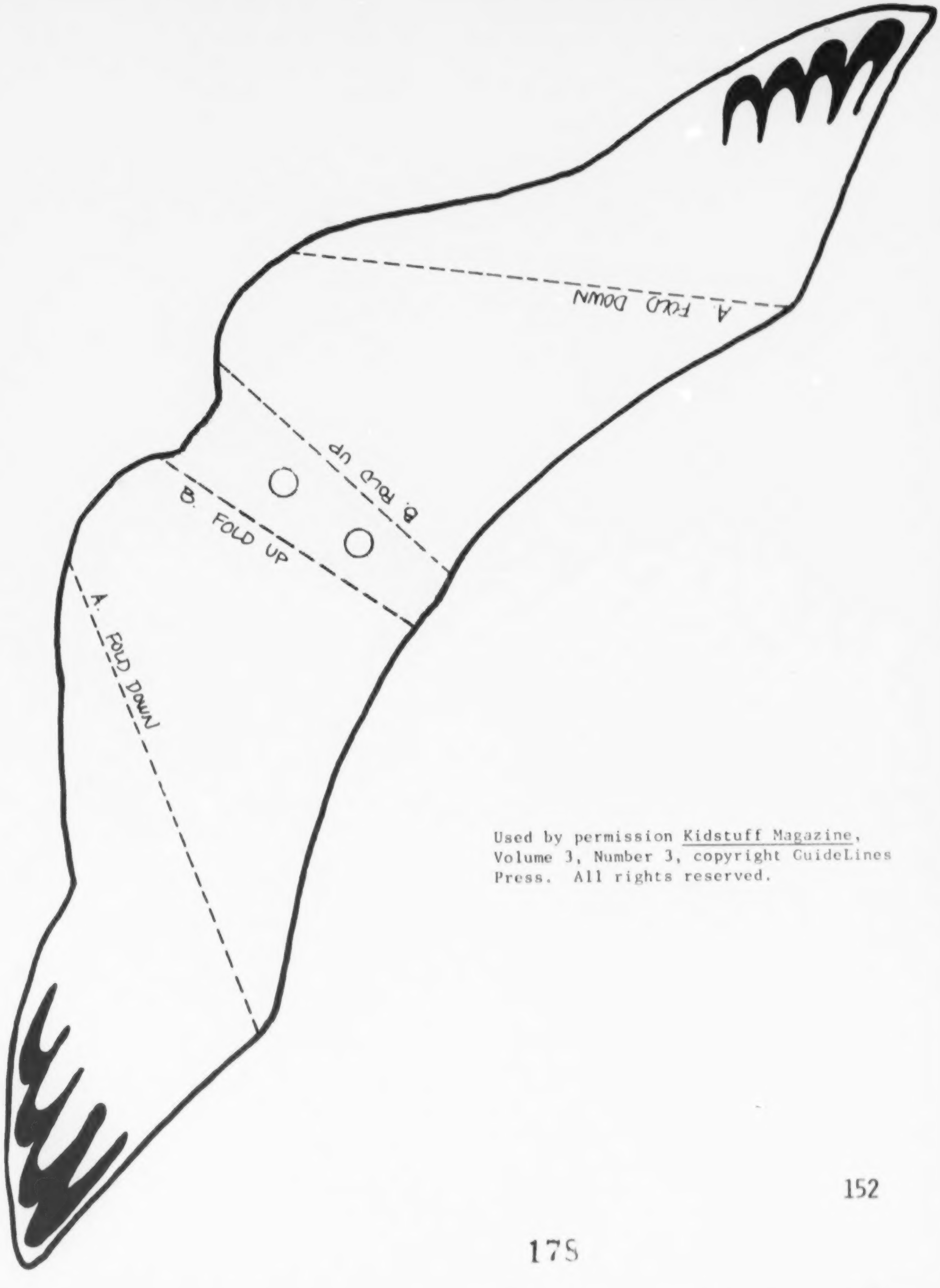
A. FOLD DOWN
B. FOLD UP
B. FOLD UP
A. FOLD DOWN

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SAILBOAT

This craft idea will surely be one that children will enjoy The boat once made can be taken home and floated just about anywhere in a bathtub at home or in a bucket or sink at your work setting While this is not a new craft idea, it is one that children can use for play Children take great pleasure in things that they make themselves

FOR EACH CHILD YOU WILL NEED:

A. Base—a cake of personal size IVORY SOAP (Ivory floats!) OR a 1" thick piece of styrofoam measuring 2" x 3 ½" (styrofoam can be bought at craft stores in large slabs and cut to size). You can either ask each child to bring in a bar of IVORY or collect money from each to purchase materials.

B. Mast—any stick, wood or plastic about 4 ½" long (ice cream stick, bamboo skewer, plastic straw, twig, beverage stirrer, etc.).

C. Sail—toothpick, tape, and colorful wrapper from a bread bag.

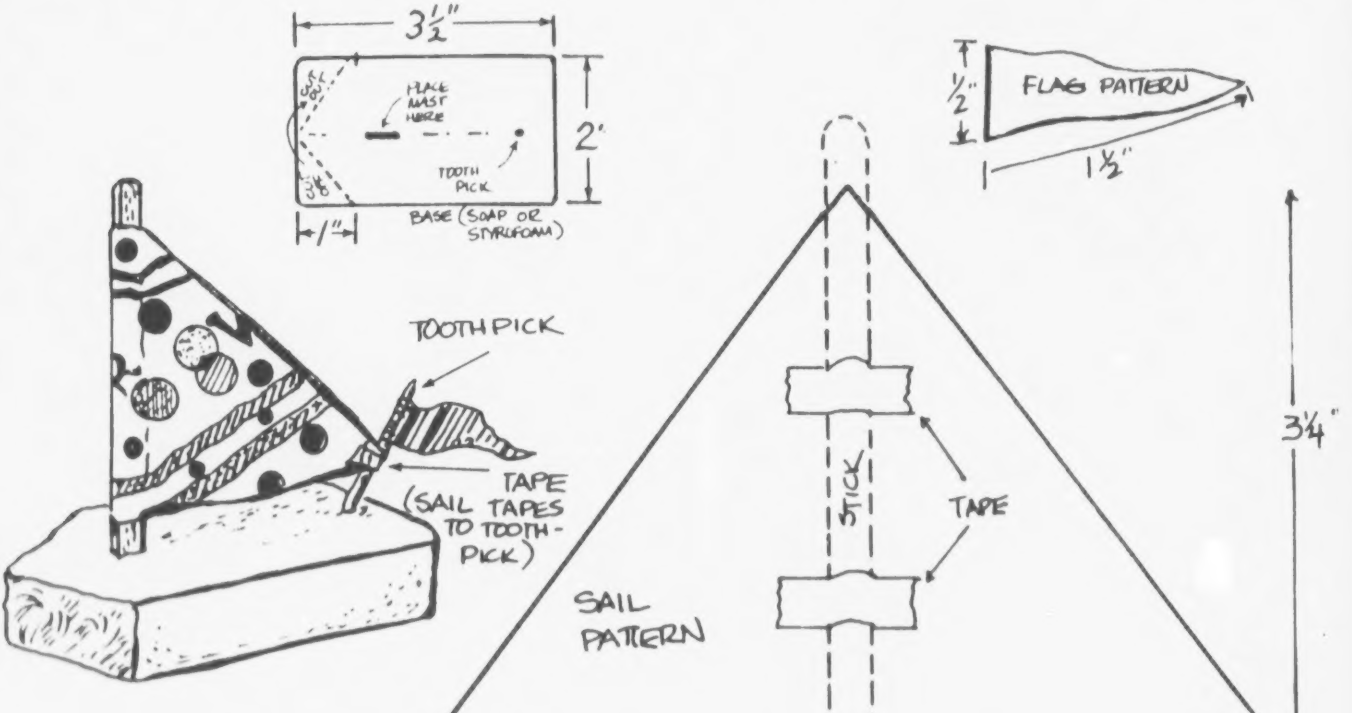
D. Optional—for older children, plastic knife with serrated edge.

E. Posterboard, scissors and ballpoint pens.

DIRECTIONS

Base—If children are old enough, have them use the plastic knife to whittle the pointed front on the boat. For younger children you can either leave the soap/styrofoam in a rectangular shape or make the shape yourself.

Sail—Using posterboard make several patterns of the sails for children to use. Trace one of each posterboard pattern onto plastic bag wrapper with a pen and then cut out. Lay stick in the middle of the sail and tape as shown. Fold sail, points together. Insert stick in middle of base. Children may need help pushing their sticks into the soap cakes. Stick toothpick at the back (see illustration) and TAPE points of big sail to toothpick. Add small flag to toothpick and tape in place. HAPPY SAILING!



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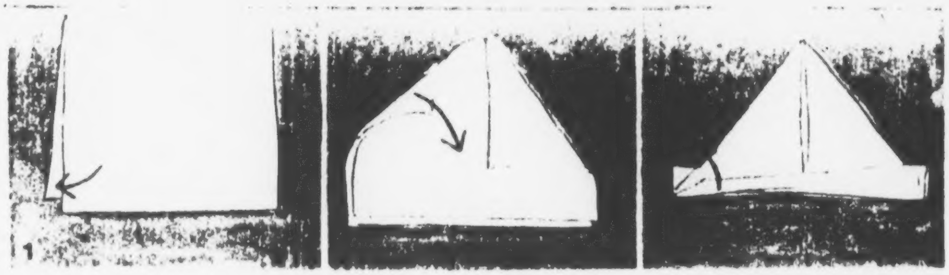


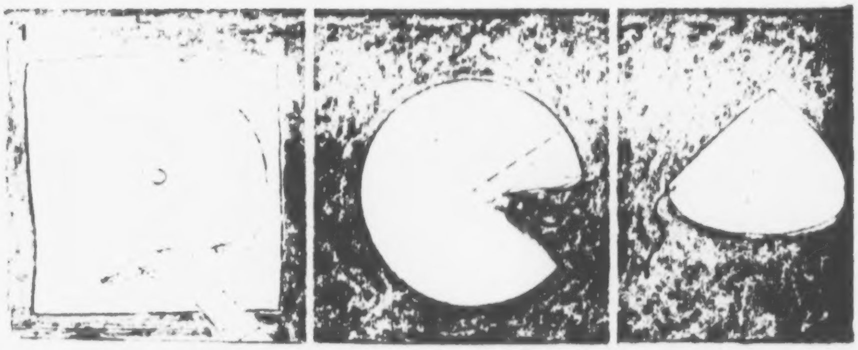
PAPER PLAYTHINGS

You can make hats and toys using heavy construction paper. Follow the steps in the colored squares.

Sailor Hat 1. Fold a large sheet of paper in half. 2. Fold the top corners down as shown. 3. Fold up the lower edges and staple.

Helmet 1. Trace around a large pot cover, then cut out the circle you traced. 2. Cut a pie shape out of the circle as shown. 3. Tape the ends together. Use a pencil to punch two small holes in the helmet. Tie on two pieces of string or yarn.

You will need:
construction paper,
a stapler, pencils,
a large pot cover,
scissors, tape,
string or yarn,
paper clips, crayons,
a small pot cover.



From THINGS TO MAKE by Peggy R. Greene, illustrated by William J. Dugan. Copyright 1978 by Random House, Inc. Reprinted by permission of Random House, Inc.

FEATURE ARTICLE

Sea Life Flannelboard

A Counting Activity

Preparation: Out of various colors of felt, cut the following shapes: five seastars, four crabs, three fish, two sharks, one whale and one large boat. Cut a blue piece of felt into two wave shapes.

Activity: Place the wave shapes along the bottom of a flannelboard and the boat shape on top of the waves. Place all of the sealife shapes on the waves. As you read the verses, let the children take turns counting and putting the corresponding shapes in the boat.

Time Saver: Patterns for making the characters for this flannelboard activity can be found in the July/August 1989 issue of PRESCHOOL PATTERNS.

Five little seastars who lived in the sea,
Jumped in the boat with skipper and me.

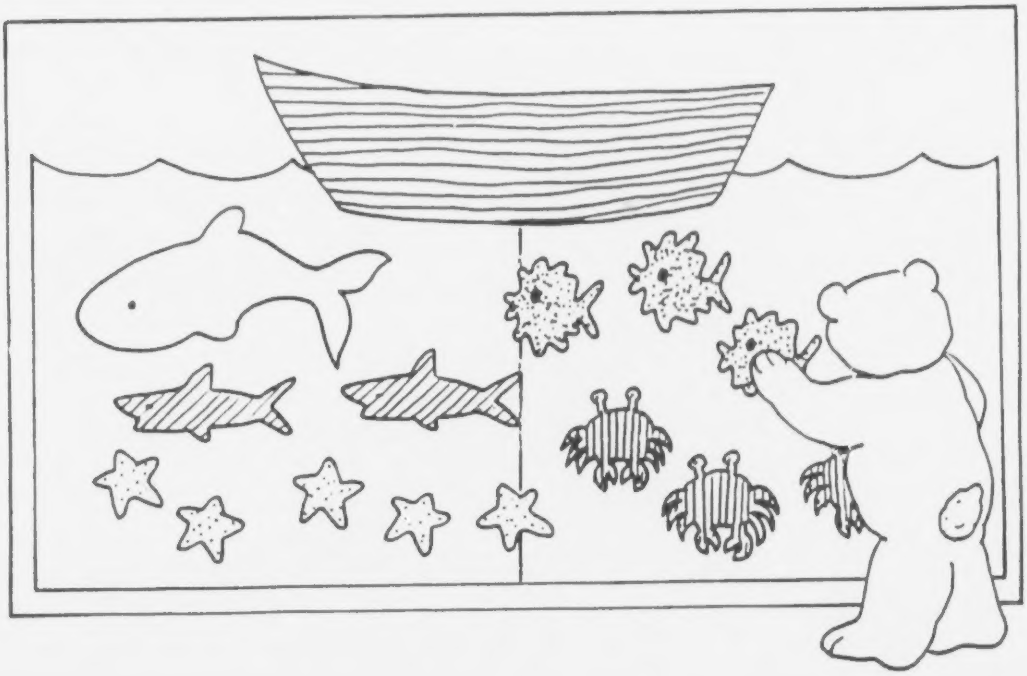
Four little crabs who lived in the sea,
Jumped in the boat with skipper and me.

Three little fish who lived in the sea,
Jumped in the boat with skipper and me.

Two little sharks who lived in the sea,
Jumped in the boat with skipper and me.

One little whale who lived in the sea,
Jumped in the boat with skipper and me!

Jean Warren



From Totline, page 22 of the July/August 1989 issue. Warren Publishing House, Inc., 17909 Bothell Way SE #101, Bothell, WA 98012. Reprinted with permission of the author.

A HOLE IN THE BOTTOM OF THE SEA is a cumulative folk song that delights children of all ages. Ideally suited for the flannel board, this Cut-and-Paste edition requires minimal preparation for use.

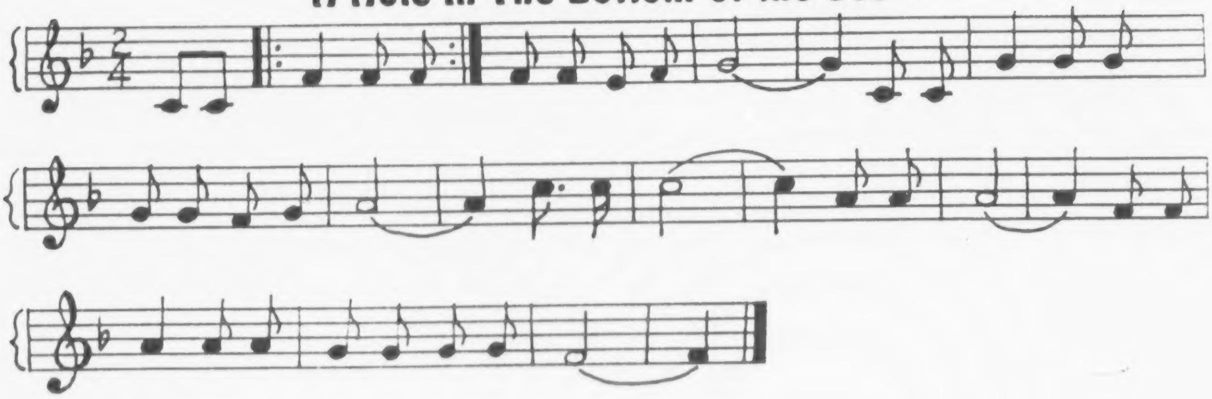
To ready the graphics for the flannel board, first cut out all pieces: the two halves of the "hole," the log, the knot, the frog, the fly, the fly's wing, and the flea. Match the two halves of the "hole" and fasten them together with glue or tape. On the back of each piece attach a strip of easy-to-remove double-sided tape, e.g., Scotch Brand Post-It. If you prefer, use velcro fastening material, e.g., Hook 'n' Loop; be sure to color the strip glued to the front of each piece to match the color of the piece.

Before singing the song, pin or tack the "hole" to the flannel board. As you begin each verse, add the appropriate piece to the board. When you finish the song, you will have created the entire scene on your flannel board.

LEARNING SKILLS: sequence, memory work, relationships, oral language, prepositions. Ages 5-12.

Reprinted with permission from A HOLE IN THE BOTTOM OF THE SEA: A CUT AND PASTE FLANNEL BOARD STORY by Christina Sterchele, Moonlight Press, 1984.

A Hole In The Bottom of the Sea**



There's a hole in the bottom of the sea:
There's a hole in the bottom of the sea:
There's a hole, there's a hole,
There's a hole in the bottom of the sea.

There's a log in the hole in the bottom of the sea:
There's a log in the hole in the bottom of the sea:
There's a hole, there's a hole,
There's a hole in the bottom of the sea.

There's a knot on the log in the hole in the bottom of the sea, etc.

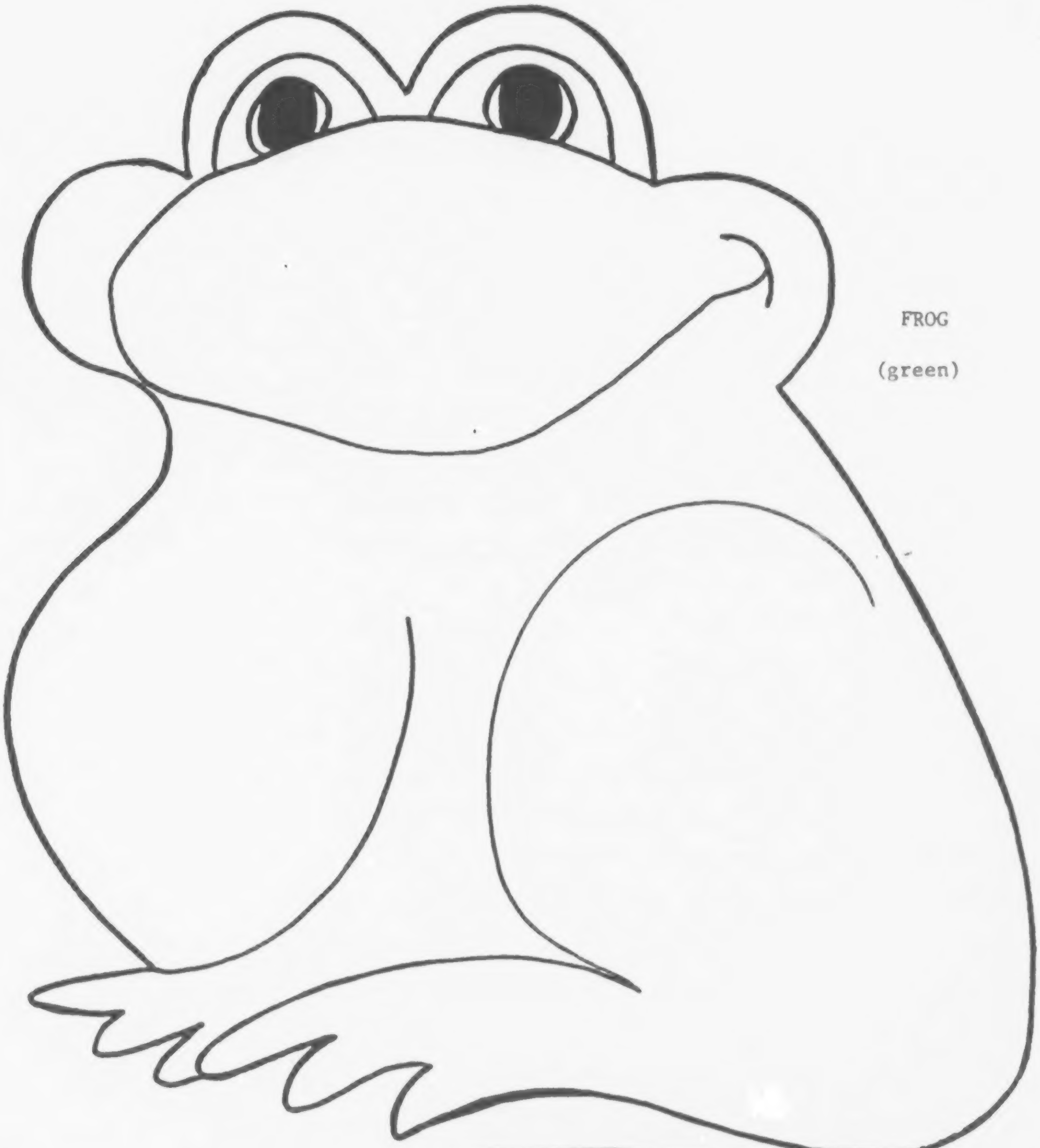
There's a frog on the knot on the log in the hole in the bottom of the sea, etc.

There's a fly on the frog on the knot on the log in the hole in the bottom of the sea, etc.

There's a wing on the fly on the frog on the knot on the log in the hole in the bottom of the sea, etc.

There's a flea on the wing on the fly on the frog on the knot on the log in the hole in the bottom of the sea, etc.

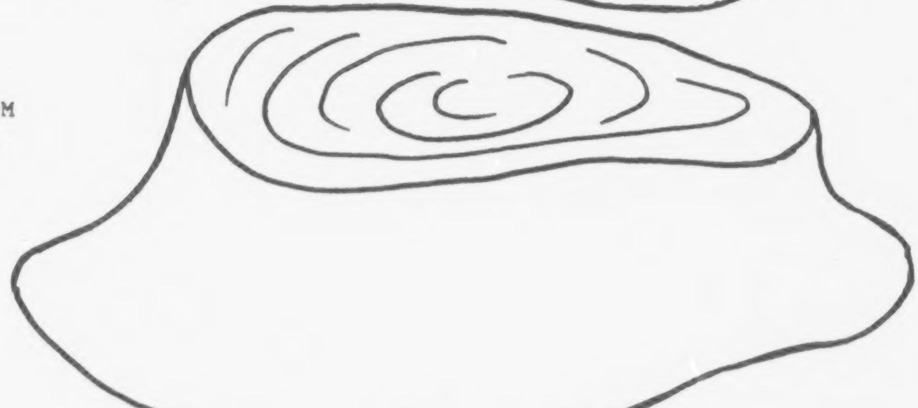
—Traditional



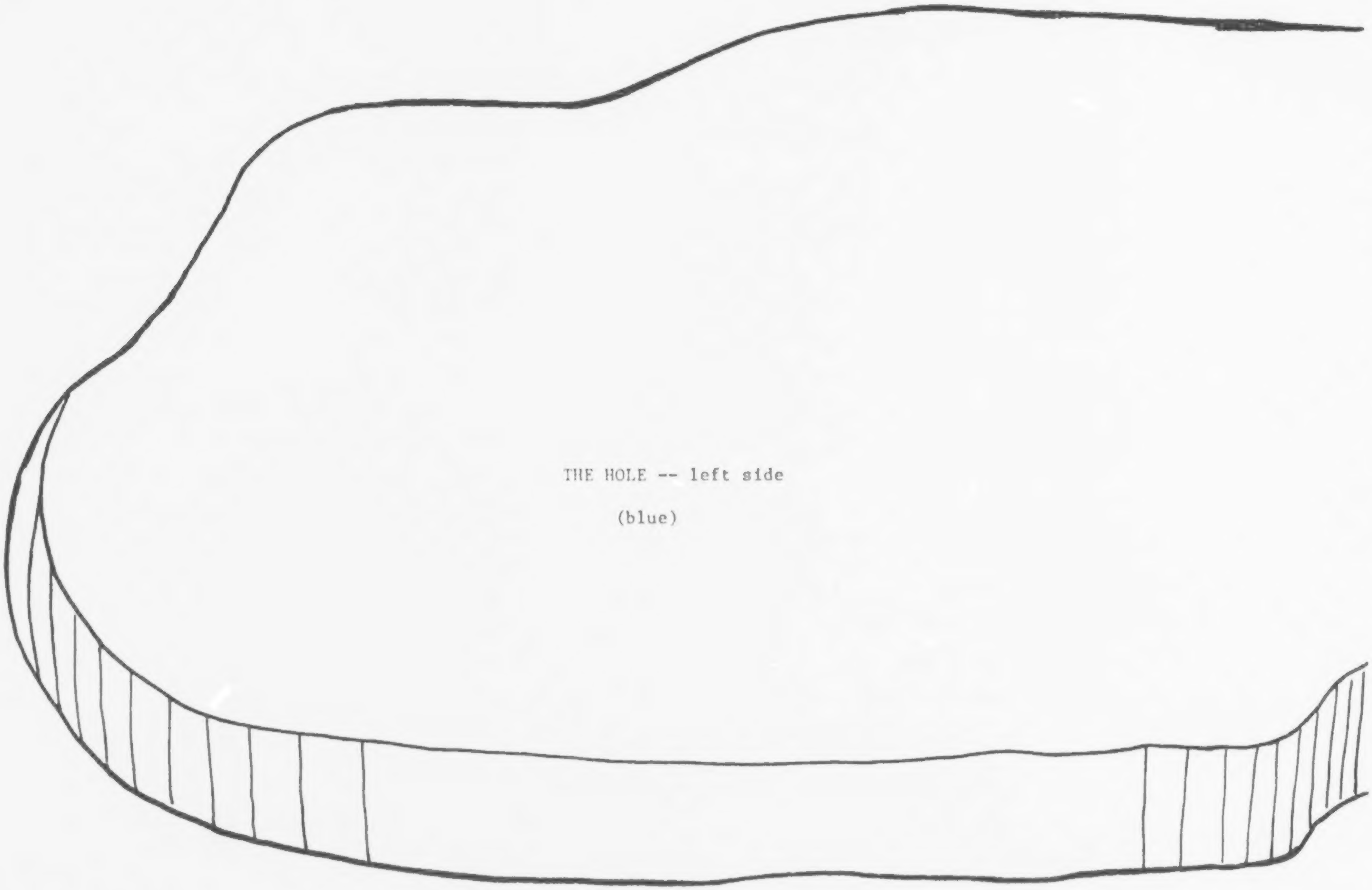
FROG

(green)

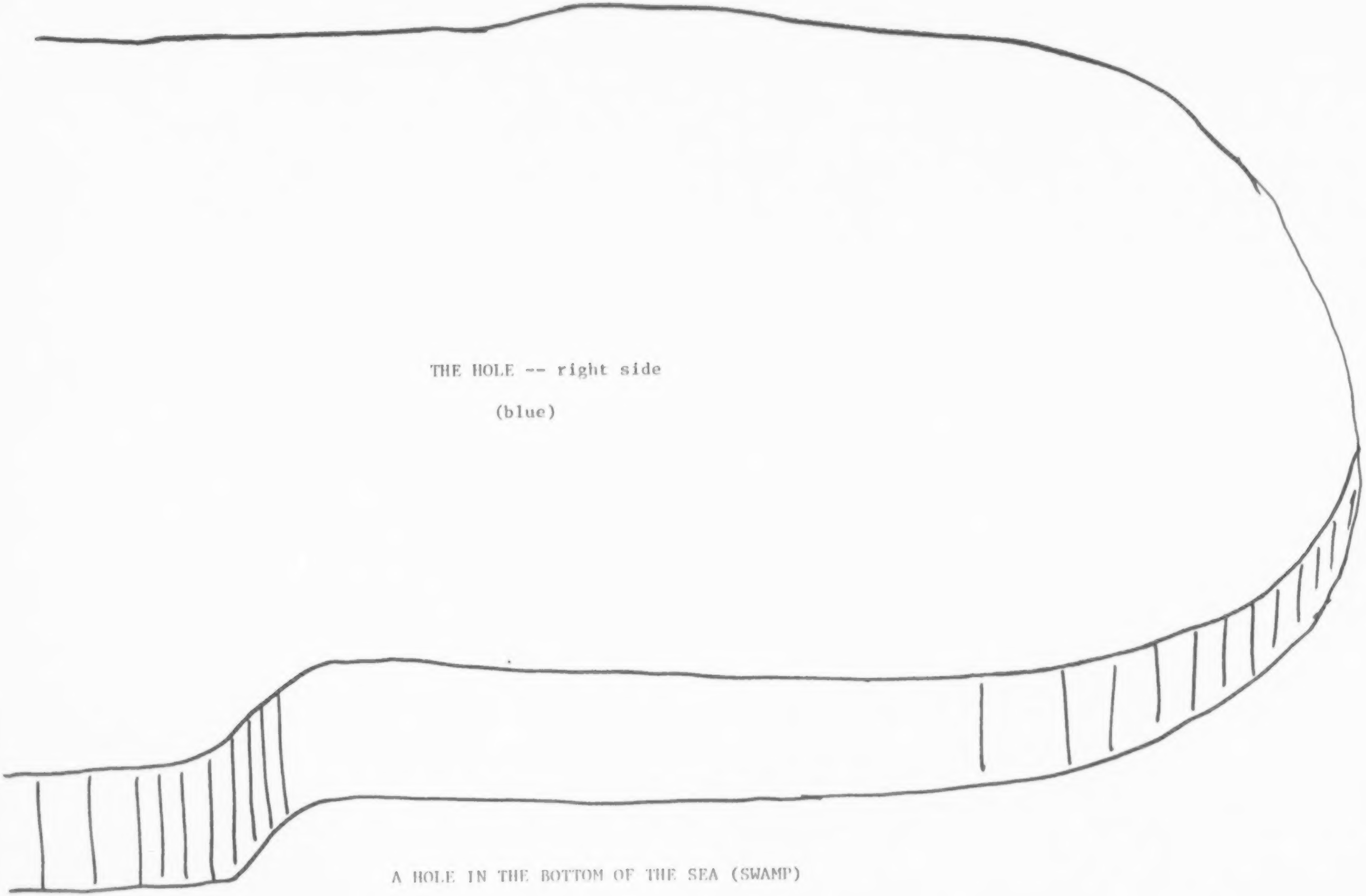
A HOLE IN THE BOTTOM
OF THE SEA (SWAMP)



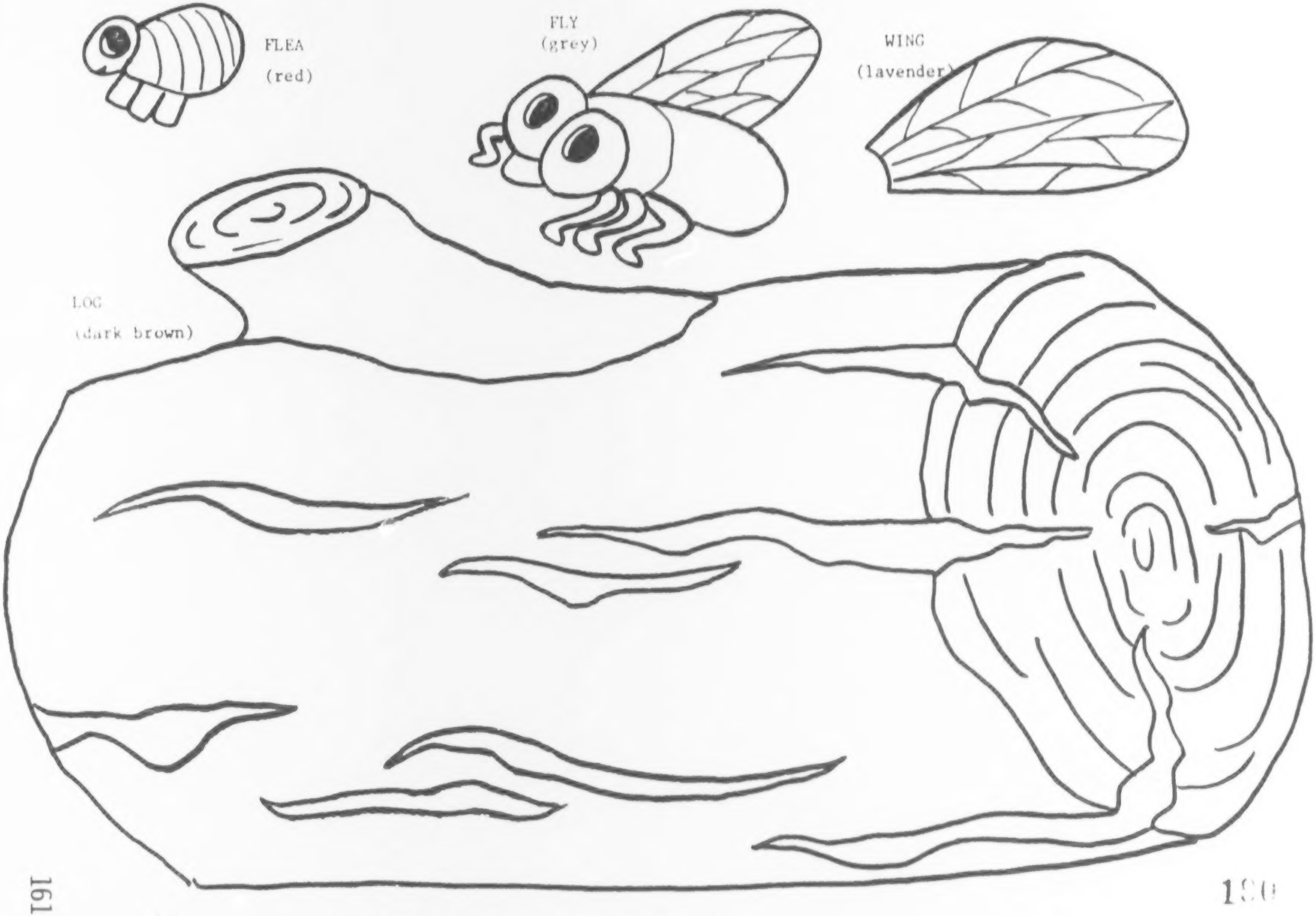
KNOT (light brown)


THE HOLE -- left side
(blue)

A HOLE IN THE BOTTOM OF THE SEA (SWAMP)


THE HOLE -- right side
(blue)

A HOLE IN THE BOTTOM OF THE SEA (SWAMP)


FLEA
(red)
FLY
(grey)
WING
(lavender)
LOG
(dark brown)

A HOLE IN THE BOTTOM OF THE SEA (SWAMP)

She Sells Seashells

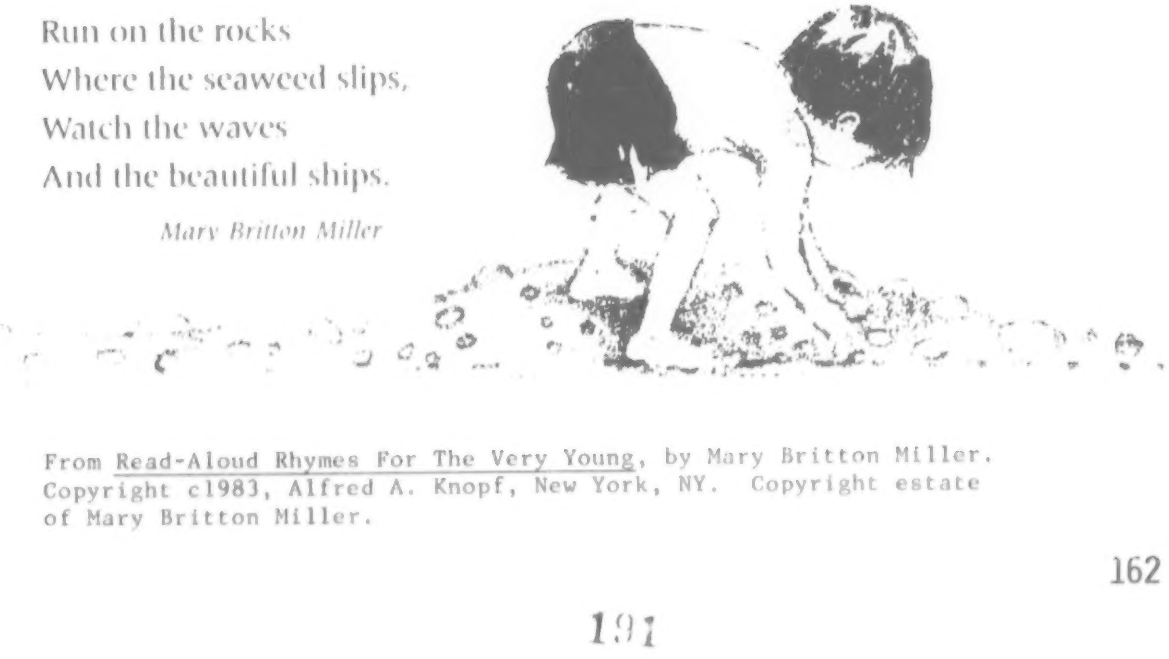
She sells seashells by the seashore.
The shells she sells are seashells, I'm sure.
So if she sells seashells by the seashore,
I'm sure she sells seashore shells.

SHORE

Play on the seashore
And gather up shells,
Kneel in the damp sands
Digging wells.

Run on the rocks
Where the seaweed slips,
Watch the waves
And the beautiful ships.

Mary Britton Miller



From Read-Aloud Rhymes For The Very Young, by Mary Britton Miller.
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MUSIC

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author.

TO THE BEACH

Sung to: "London Bridge"

We are going to the beach,
To the beach, to the beach.
We are going to the beach
In our bathing suits.

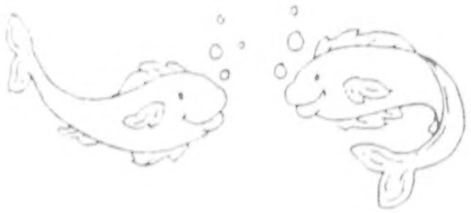
We will find some rocks and shells,
Rocks and shells, rocks and shells.
We will find some rocks and shells
To pick up by the shore.

We will build a sand castle,
Sand castle, sand castle.
We will build a sand castle
With bridges and a tower.

We will have a picnic, too,
Picnic, too; picnic, too.
We will have a picnic, too,
With sandwiches and oranges.

We'll head home with sunburned cheeks,
Sunburned cheeks, sunburned cheeks.
We'll head home with sunburned cheeks
And treasures from our visit.

Victoria Crawford
Lompoc, CA

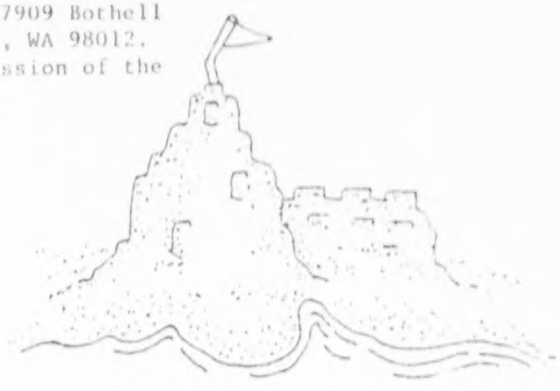


I'M A FISH

Sung to: "I'm a Little Teapot"

I'm a little fishy, I can swim.
Here is my tail, here is my fin.
When I want to have fun with my friend,
I wiggle my tail and dive right in.

Lynn Beaird
Loma Linda, CA



SAND CASTLE

Sung to: "Pop Goes the Weasel"

Sand castle on the beach,
I built you big and strong.
The tide washed in upon the sand —
Whoops, you were gone!

Saundra Winnett
Fort Worth, TX

SAND

Sung to: "Frere Jacques"

Sand is gritty, sand is gritty,
At the beach, at the beach.
Sand is many tiny rocks
Broken down from bigger rocks,
At the beach, at the beach.

Susan Peters
Upland, CA

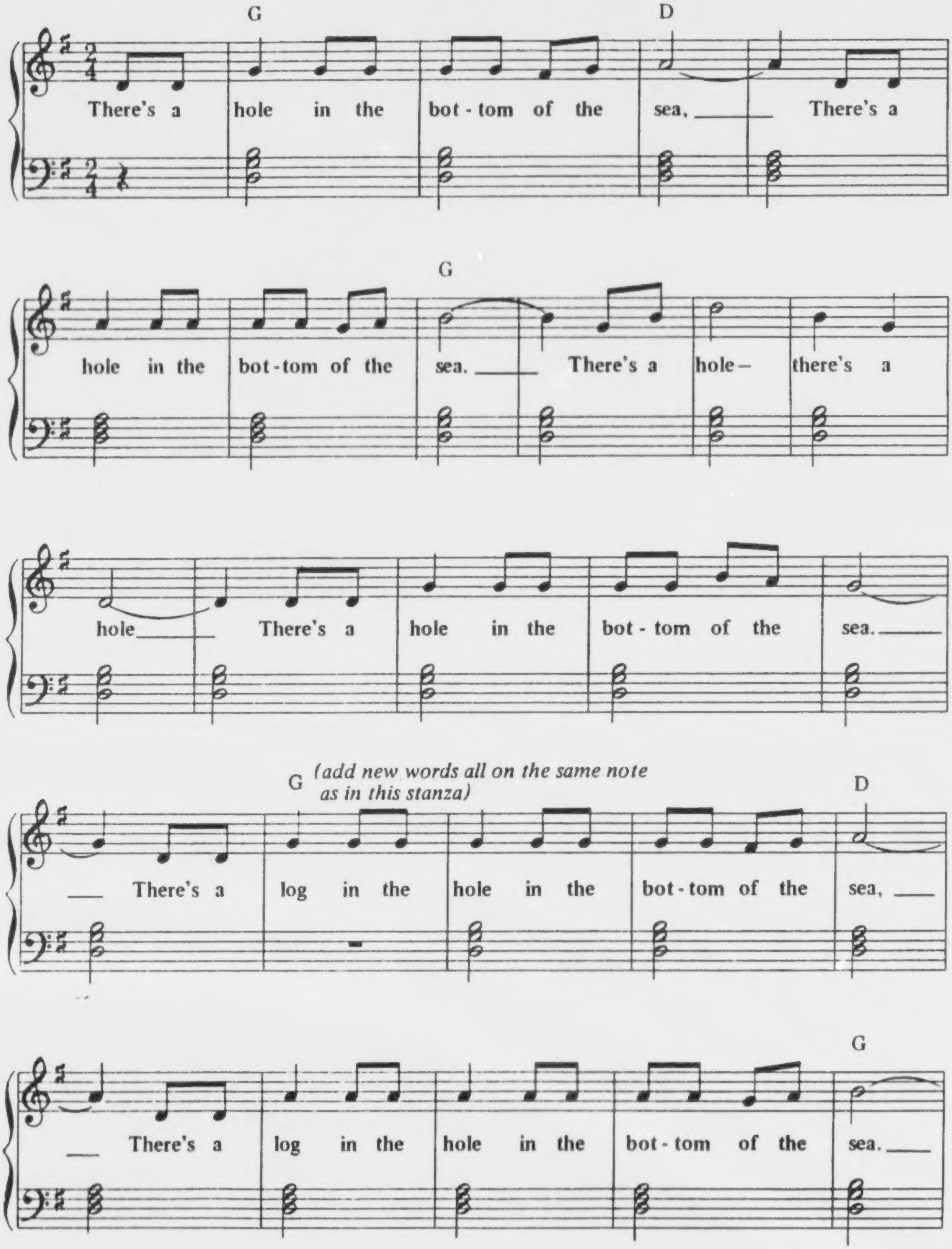
SUMMER

Sung to: "Frere Jacques"

It is summer, it is summer,
Lots of fun, lots of fun.
Swimming, picnics, playing,
Swimming, picnics, playing,
I'll have fun, I'll have fun.

Rose Lucio
Garden Grove, CA

There's a Hole in the Bottom of the Sea


(add new words all on the same note as in this stanza)
G
D
There's a hole in the bot-tom of the sea, There's a
hole in the bot-tom of the sea. There's a hole– there's a
G
hole There's a hole in the bot-tom of the sea.
G
D
There's a log in the hole in the bot-tom of the sea,
There's a log in the hole in the bot-tom of the sea.
G

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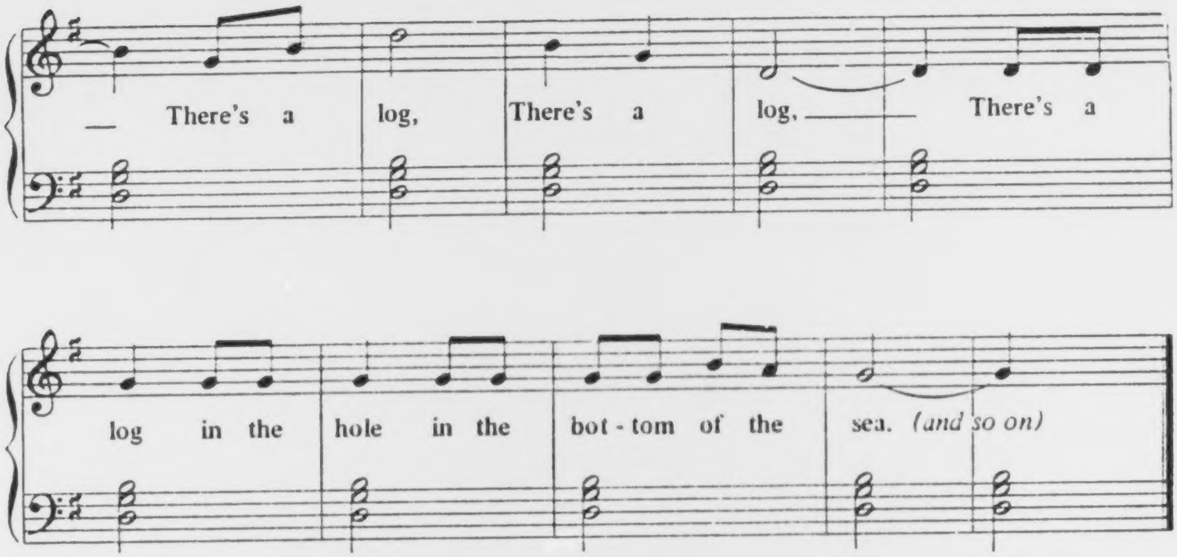
387 Park Avenue South, New York, NY 10016, From THE
SILLY SONG BOOK, by Esther L. Nelson © Nelson.

There's a Hole in the Bottom of the Sea


There's a log, There's a log, There's a log in the hole in the bot - tom of the sea. (and so on)

There's a hole in the bottom of the sea.
There's a hole in the bottom of the sea.
There's a hole—there's a hole—
There's a hole in the bottom of the sea.

There's a log in the hole in the bottom of the sea.
There's a log in the hole in the bottom of the sea.
There's a log—there's a log—
There's a log in the hole in the bottom of the sea.

There's a bump on the log in the hole in the bottom of the sea.
There's a bump on the log in the hole in the bottom of the sea.
There's a bump—there's a bump—
There's a bump on the log in the hole in the bottom of the sea.

There's a frog on the bump on the log in the hole in the bottom of the sea.
There's a frog on the bump on the log in the hole in the bottom of the sea.
There's a frog—there's a frog—
There's a frog on the bump on the log in the hole in the bottom of the sea.

There's a wart on the frog on the bump on the log in the hole in the bottom of the sea.
There's a wart on the frog on the bump on the log in the hole in the bottom of the sea.
There's a wart—there's a wart—
There's a wart on the frog on the bump on the log in the hole in the bottom of the sea.

There's a Hole in the Bottom of the Sea (continued)

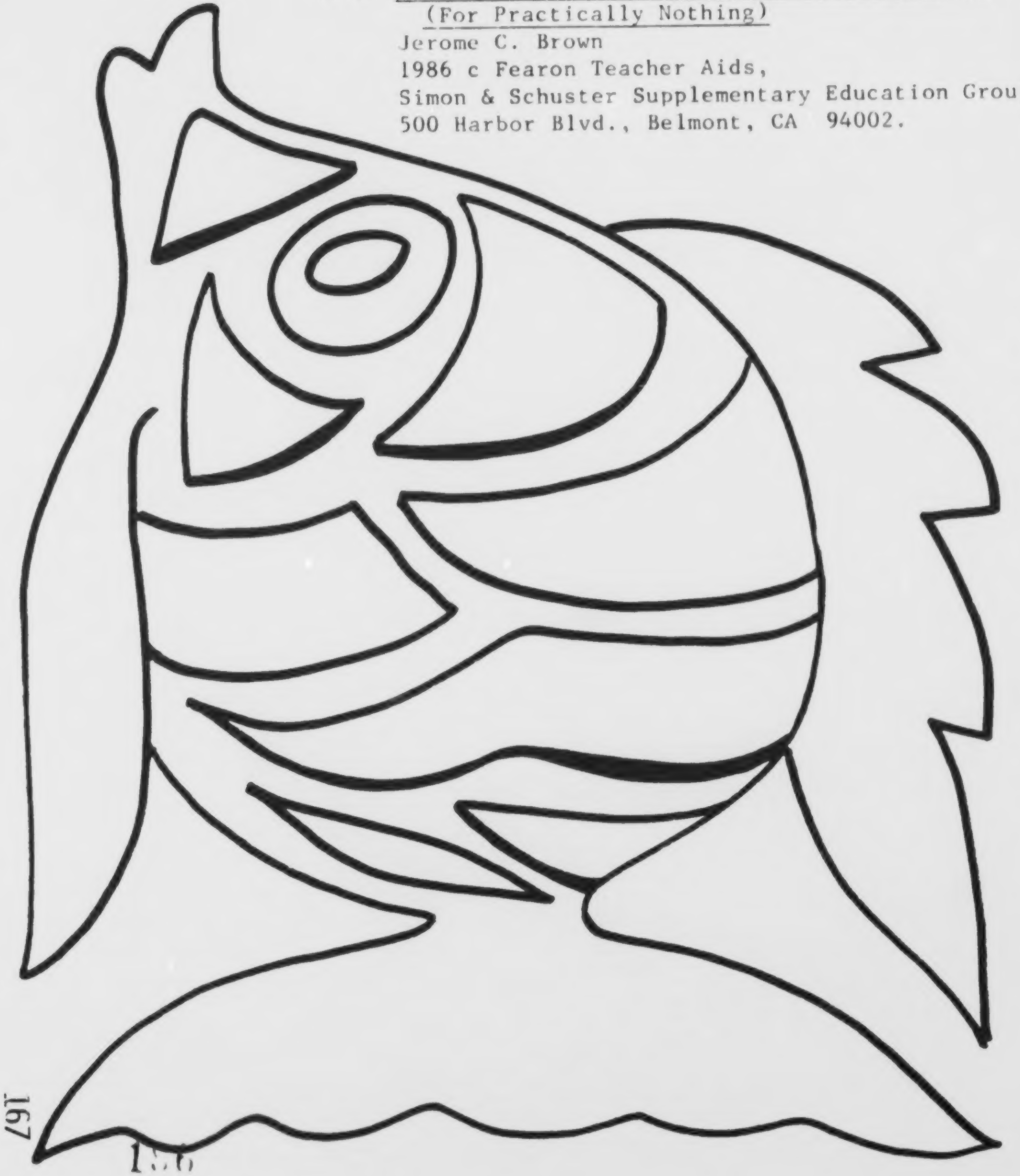
There's a hair on the wart on the frog on the
bump on the log in the hole in the
bottom of the sea.
There's a hair on the wart on the frog on the
bump on the log in the hole in the
bottom of the sea.
There's a hair—there's a hair—
There's a hair on the wart on the frog on the
bump on the log in the hole in the
bottom of the sea.

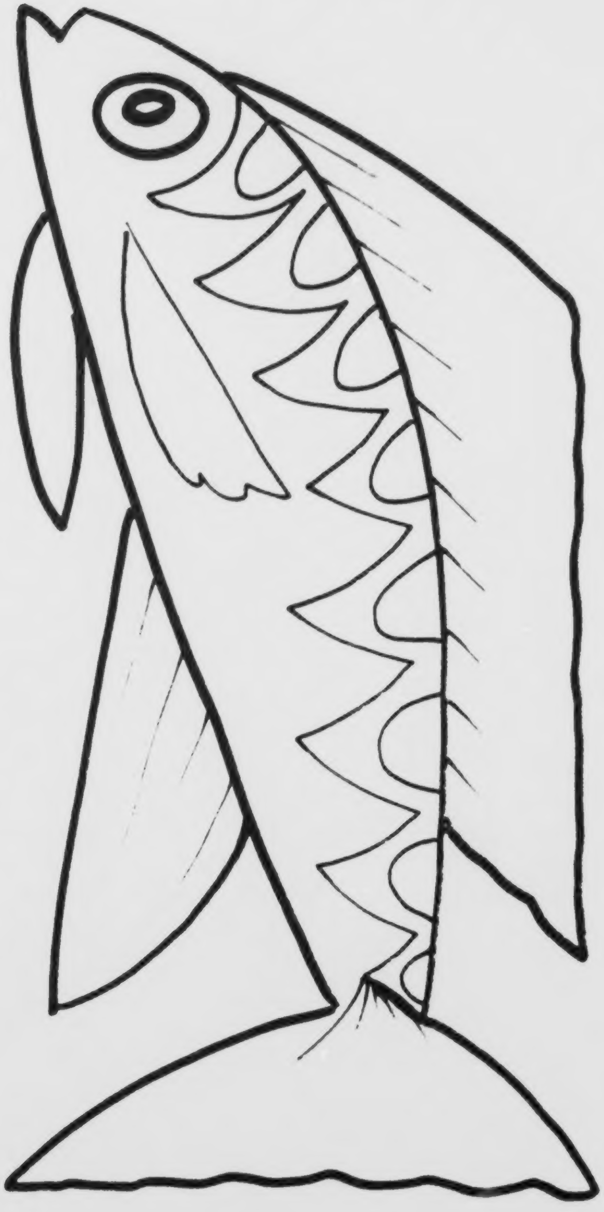
There's a fly on the hair on the wart on the
frog on the bump on the log in the
hole in the bottom of the sea.
There's a fly on the hair on the wart on the
frog on the bump on the log in the
hole in the bottom of the sea.
There's a fly—there's a fly—
There's a fly on the hair on the wart on the
frog on the bump on the log in the
hole in the bottom of the sea.

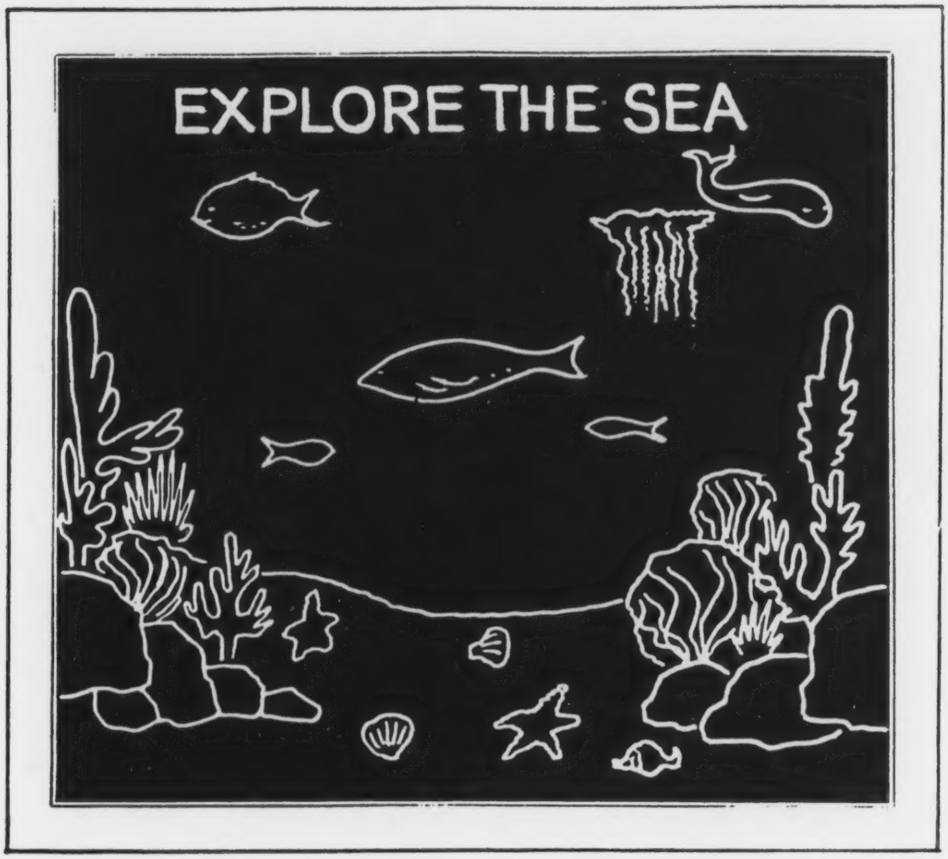
There's a speck on the fly on the hair on the
wart on the frog on the bump on
the log in the hole in the bottom of
the sea.
There's a speck on the fly on the hair on the
wart on the frog on the bump on
the log in the hole in the bottom of
the sea.
There's a speck—there's a speck—
There's a speck on the fly on the hair on the
wart on the frog on the bump on
the log in the hole in the bottom of
the sea.

* * *

from: Great Gifts For All Occasions Kids Can Make
(For Practically Nothing)
Jerome C. Brown
1986 c Fearon Teacher Aids,
Simon & Schuster Supplementary Education Group
500 Harbor Blvd., Belmont, CA 94002.







Background: Aqua paper.

Sand: Beige construction paper.

Rocks and shells: Gray and cream construction paper.

Plants: Multicolored construction paper (predominantly purple and pink).

Fish: Construction paper or pictures cut from wildlife magazines or book jackets.

Letters: White construction paper or pinbacks.

Entire board may be covered with cellophane to make the scene more realistic.

Display books on shell, fish, etc. nearby and add real shells.

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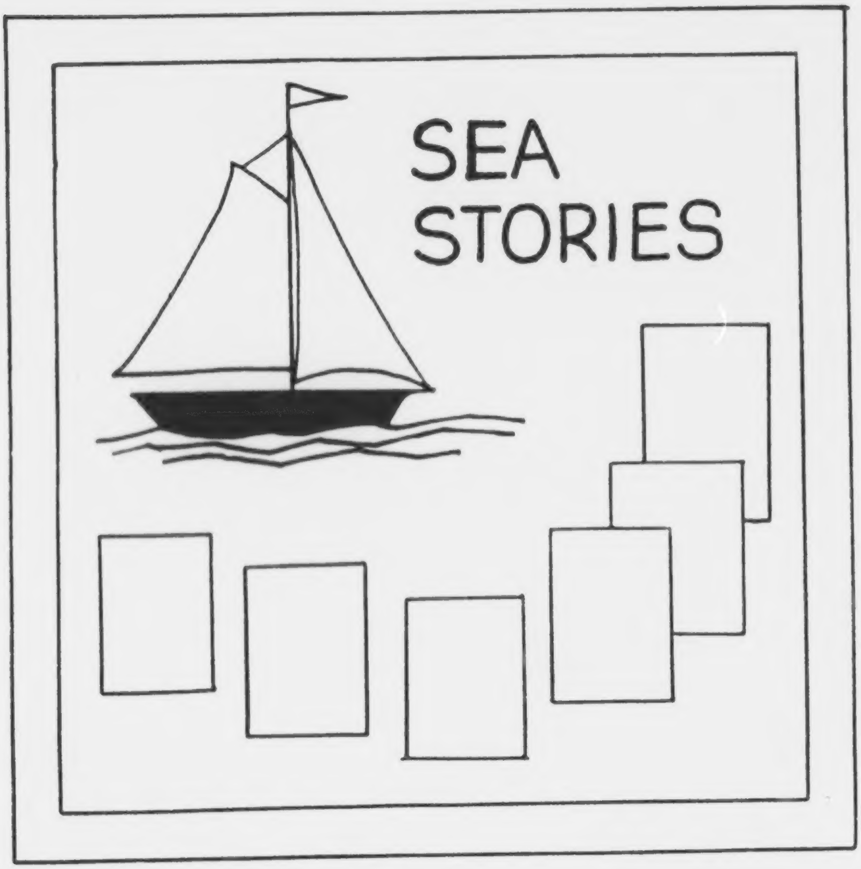

Background: Light-blue or aqua paper.

Waves: White construction paper.

Boat: White sails and red base and flags.

Lettering: White construction paper or pinbacks.

Book jackets.

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GRADES 1ST & 3RD

THEME: Family and Friends

AGE RANGE: K-3rd

BOOKS:

Hallinon, P.K. We're Very Good Friends, My Brother And I.
Mayer, Mercer. Just Me And My Dad.
Mayer, Mercer. The New Baby.
Mayer, Mercer. Me Too.

FINGERPLAYS: "These Are Grandma's Glasses"

These are Grandma's glasses, (make glasses over eyes with hands)
This is Grandma's hat. (make small hat on head)
This is the way she folds her hands (fold hands)
And puts them in her lap. (place hands in lap)

These are Grandpa's glasses, (same movements, using deeper
  voice and exaggerate motions)
This is Grandpa's hat. (same)
This is the way he folds his arms (fold arms)
And sits like that. (Place on chest)

From Hats On For Storytime, no author

"How Many?"

How many people live at your house?
How many people live at your house?
One, my mother, (count on fingers)
Two, my father,
Three, my sister,
Four, my brother,
There's one more, now let me see, (touch head)
Oh yes, of course, (nod head)
It must be me. (point to self)

From Toddler Story Time Planners,
Mullnomah County Library, Portland,
Oregon.

ACTIVITY: "Love Your Family Quick Quilt"

Give each child a piece of paper 8 ½" by 8 ½". Ask them to draw a picture of their family. Have each child color the picture using iron-on crayons (can be bought at craft or hobby shop). Pin each design to a piece of white fabric 9" x 9", design face down. Heat iron and apply to article. Press down firmly until design has transferred to fabric. Remove pins. Sew each square together and hang quilt in library to display work.

From Rainy Day Surprises You Can Make
by Robyn Supraner. Copyright (c) 1981
Troll Associates, Mahwah, NJ. Reprinted
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HANDOUT: Color Sheet

FILMS: *My Mother Is The Most Beautiful Woman In The World*. 9 min. p,el 16mm. (Available through LSL)

The Snow Girl. 9 min. p,el 16 mm. (Available through LSL)

The Story. 7 min. p,el 16mm. (Available through LSL)

Wild Swans. 9 min. el 16mm. (Available through LSL)

THEME: Garden Treasures

AGE RANGE: PS - 3rd

BOOKS: Krauss, Ruth. The Carrot Seed.

Kincaid, Lucy. Little Red Hen.

Whyte, Ron. The Flower That Finally Grew.

Miller, Edna. Jumping Bean.

POEMS: Lobel, Arnold. The Random House Book of Mother Goose. "Harvest", p. 84 and "Seeds", p. 136. New York, NY : Random House, c1986.

SONGS: We Are Going to Plant a Seed

Tune: Here We Go 'Round the Mulberry Bush
Verse 1 - Have children stand in a circle and march around with imaginary hoes slung over their shoulders. For successive verses have children imitate actions suggested by the words.

We are going to plant a seed,
Plant a seed, plant a seed,
We are going to plant a seed,
In our little garden.

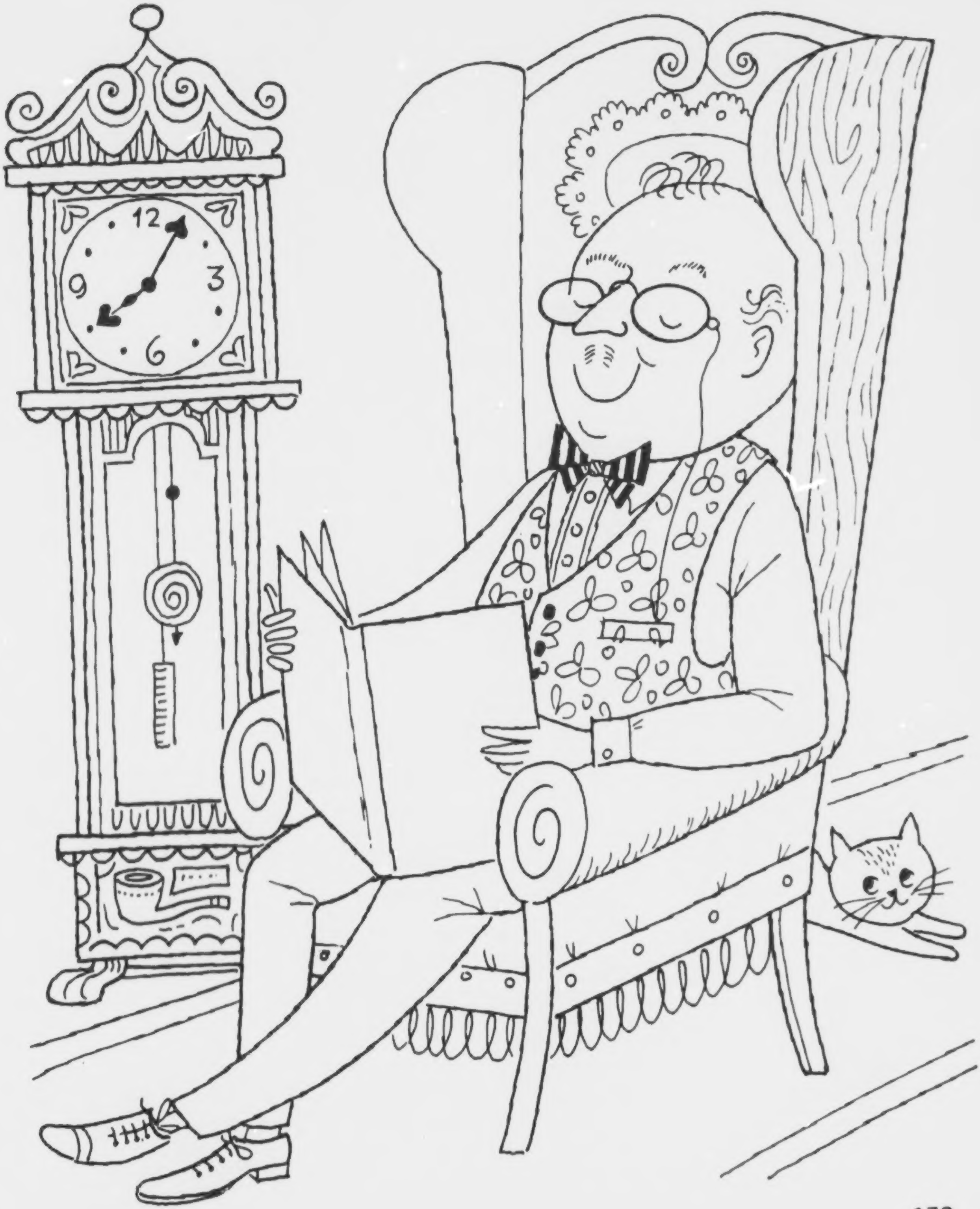
II
First we dig a little hole,
Little hole, little hole,
First we dig a little hole,
In our little garden.

III
Then we place the seed inside,
Seed inside, seed inside;
Then we place the seed inside,
In our little garden.

IV
Next we cover it up with dirt,
Up with dirt, up with dirt,
Next we cover it up with dirt,
In our little garden.

V
Then the summer sun will shine,
Sun will shine, sun will shine,
Then the summer sun will shine,
In our little garden.

VI
Then the rain will fall around,
Fall around, fall around;
Then the rain will fall around,
In our little garden.



Can you find Grandpa's pipe?

VII

Then the little seed will grow,
Seed will grow, seed will grow;
Then the little seed will grow,
In our little garden.

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ACTIVITY: Action Rhyme - A Growing Tree, from Highlights, May 1989, p. 43, by Cynthia Lashley.

I start as a seed
So small and round.
I spread my roots
Beneath the ground.
(Knees and elbows on floor in curled up position)

I bend my knees
And stretch just so,
To show you how
A tree can grow.
(Up on knees, arms outstretched)

I grow so tall,
So very high,
My fingers are leaves.
They touch the sky.
(Stand tall, arms above head reaching for sky)

Used by permission of Highlights for Children, Inc., Columbus, OH. Copyright (c) 1989.

CRAFTS: "Flower Fan," from Many Things To Do Activity Book. Pattern follows.

"Carrot Cups," from Kidstuff, Volume 2, Number 4, p. 7. Instructions follow.

"Flowers in a Cup," from Kidstuff, Volume 2, Number 4, p. 7. Instructions follow.

Bookmarks

HANDOUTS: Garden Crossword Puzzle

"Fruits" Search-A-Word

"The Carrot Patch" Maze

"Someone Gardening" Follow the Dots

OTHER CRAFT IDEAS: Grass Haired Character

1. One styrofoam cup per child
2. Fast growing grass seed such as rye grass
3. Soil

Cut cup down to approximately 4 inches. Draw face features on one side of cup - eyes, nose, and mouth. Fill with soil, sprinkle grass seed over top (don't cover with soil). Water sparingly. Within few days, grass will begin to grow. As it grows up, it will appear to be hair on characters head. Children will really enjoy watching their character take shape.

Seed Necklace

Use dried melon or pumpkin seeds, and beads from old necklaces. Use strong needle and thread (about 80"). Double the thread and make knots on each end of the thread. Making a knot on each thread is better than knotting them together, because they won't get tangled. Push needle and thread through seeds. String approximately 12 - 14 seeds, then string one bead. When all have been strung and necklace measures about 36 inches of beads, remove needle from thread and tie both ends of thread together. Make several knots so necklace won't break.

EXTENDER: Invite local seed store or nursery store representative to tell children about planting seeds. Perhaps he would give a pack of seeds to each child.

OTHER: Apple-Nut Snacks

You will need: 2 apples
1 lemon
Honey
Chopped peanuts

Directions:

1. Remove the core from both apples and cut them into thin slices.
2. Cut the lemon in half and squeeze the juice into a small bowl.
3. Dip the apple slices into the lemon juice to keep them from turning dark.
4. Then dip the apple slices into the honey and sprinkle with the chopped peanuts. Enjoy...

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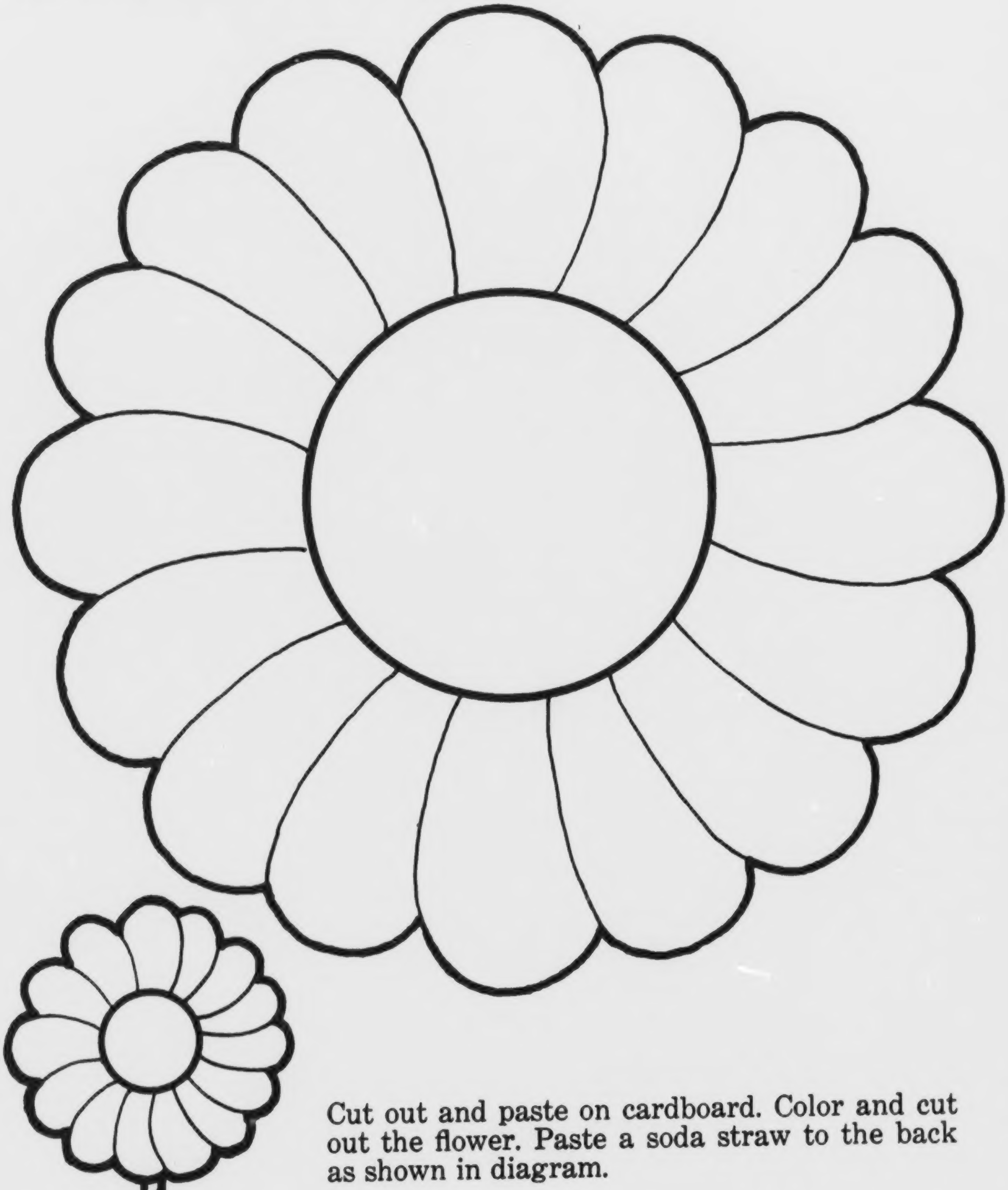
A FLOWER FAN



Cut out and paste on cardboard. Color and cut out the flower. Paste a soda straw to the back as shown in diagram.

From Many Things To Do Activity Book. Used by permission of Merrigold Press, Racine, Wisconsin.

CARROT CUPS

SUPPLIES:

1. One styrofoam coffee cup per child
2. Potting soil
3. Carrot seeds

Fill each cup approximately 1/3 full with soil. Have children poke hole in soil and plant seed, and then cover with soil. Water slightly each day until seeds sprout. Let children take home. Suggest that seedling be replanted outside (weather permitting).

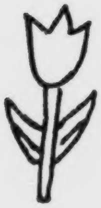
FLOWERS IN A CUP

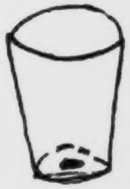
SUPPLIES:

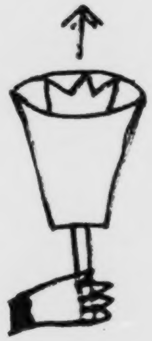
1. One styrofoam coffee cup per child
2. One plastic drinking straw per child
3. Old magazines, seed catalogues, etc.
4. Construction paper, assorted colors including green
5. Scissors and white craft glue

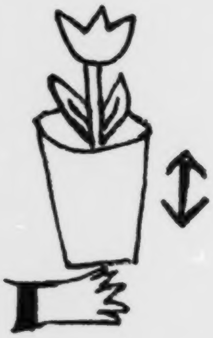
Children really enjoy this craft idea because they are able to manipulate what they have created. As the straw is gently pushed upwards, a flower appears.

Have children cut out pictures of flowers from magazines, etc. Glue to construction paper to cut out. Punch a hole in the bottom of the cup just large enough to admit a straw. Push straw up through hole and glue flower to straw top. Glue leaves cut from construction paper beneath flower.









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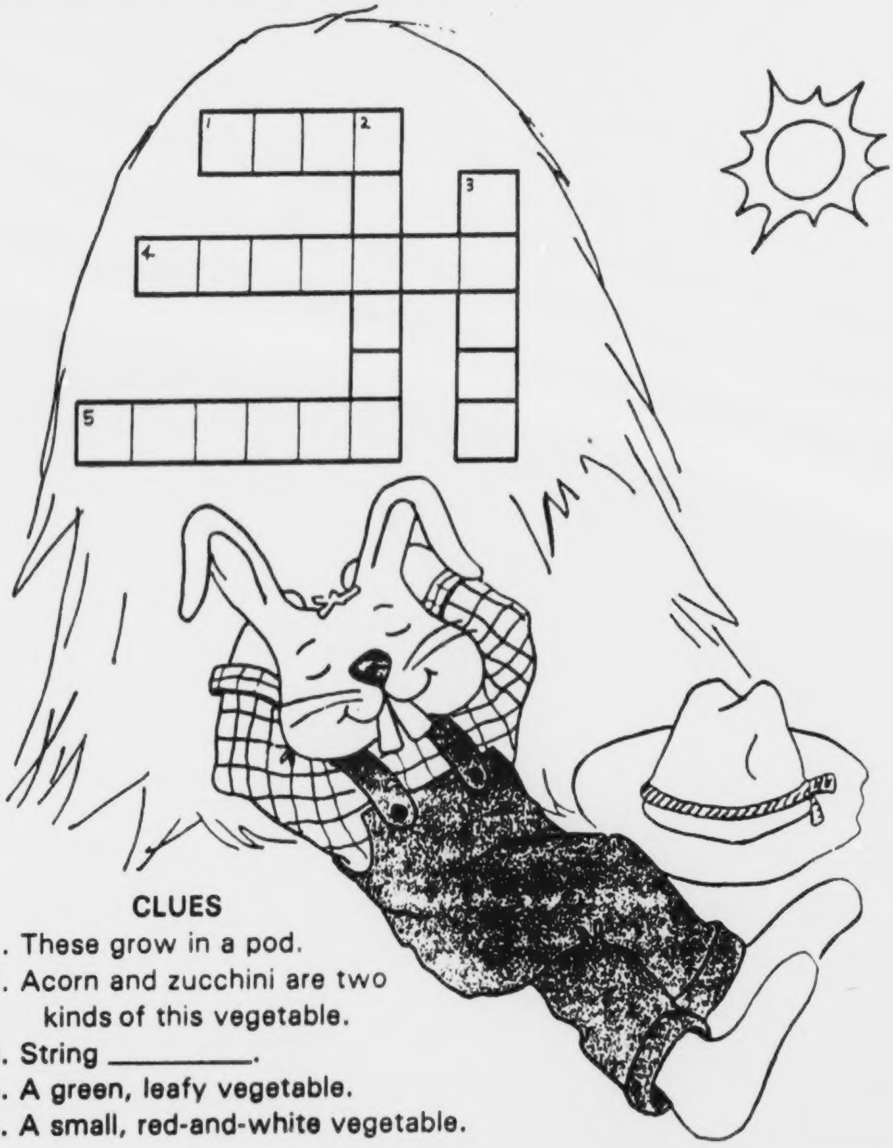
Garden Crossword

by Rebecca Ann Hirsch

R.T. Rabbit is dreaming about the good-tasting vegetables he's growing in his garden. To find out what these vegetables are, fill in the missing words, using the clues below.



CLUES

1. These grow in a pod.
2. Acorn and zucchini are two kinds of this vegetable.
3. String ________.
4. A green, leafy vegetable.
5. A small, red-and-white vegetable.

ANSWERS: 1. peas, 2. squash, 3. beans, 4. lettuce, 5. radish.

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FRUITS

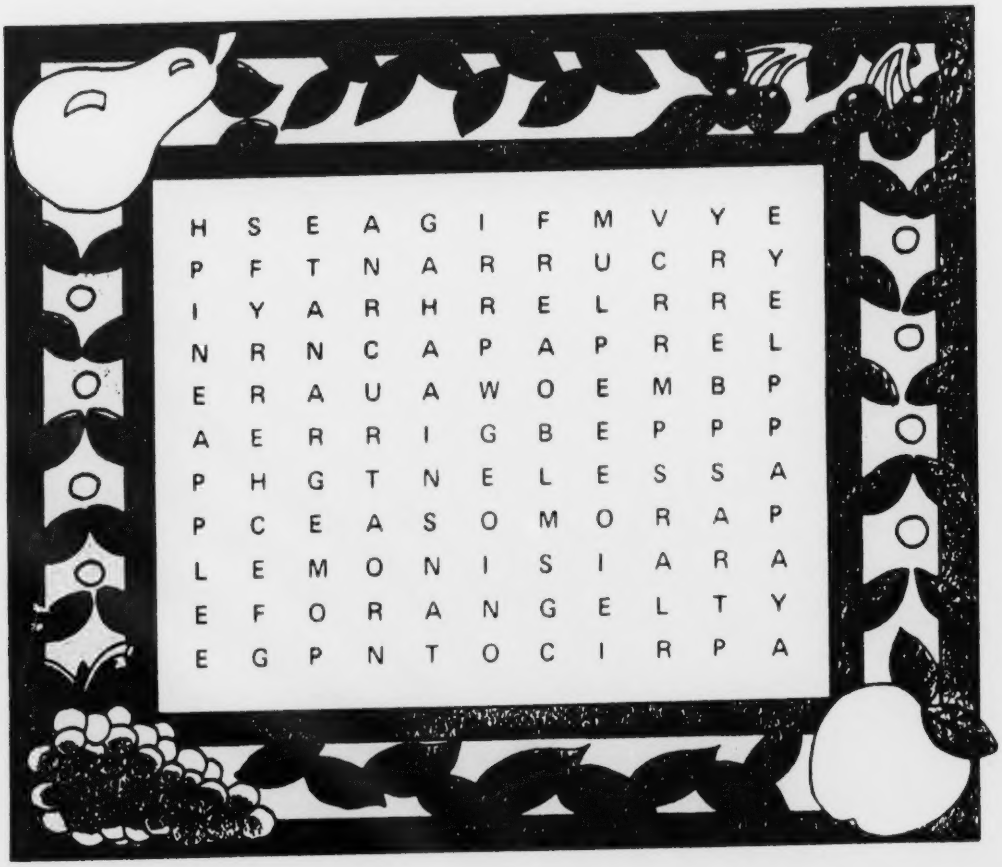
by Nola Obee

Read forward, backward, up, down, and diagonally to find the fruits in the list. Circle them. Then put together the letters that are left to find the hidden message.

APPLE
APRICOT
CHERRY
CURRANT
FIG
GOOSEBERRY
GRAPE

LEMON
LIME
MANGO
MELON
ORANGE
PAPAYA
PEACH

PEAR
PINEAPPLE
PLUM
POMEGRANATE
RAISIN
RASPBERRY
STRAWBERRY



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I	Y	A	R	H	R	E	L	R	R	E
N	R	N	C	A	P	A	P	R	E	L
E	R	A	U	A	W	O	E	M	B	P
A	E	R	R	I	G	B	E	P	P	P
P	H	G	T	N	E	L	E	S	S	A
P	C	E	A	S	O	M	O	R	A	P
L	E	M	O	N	I	S	I	A	R	A
E	F	O	R	A	N	G	E	L	T	Y
E	G	P	N	T	O	C	I	R	P	A

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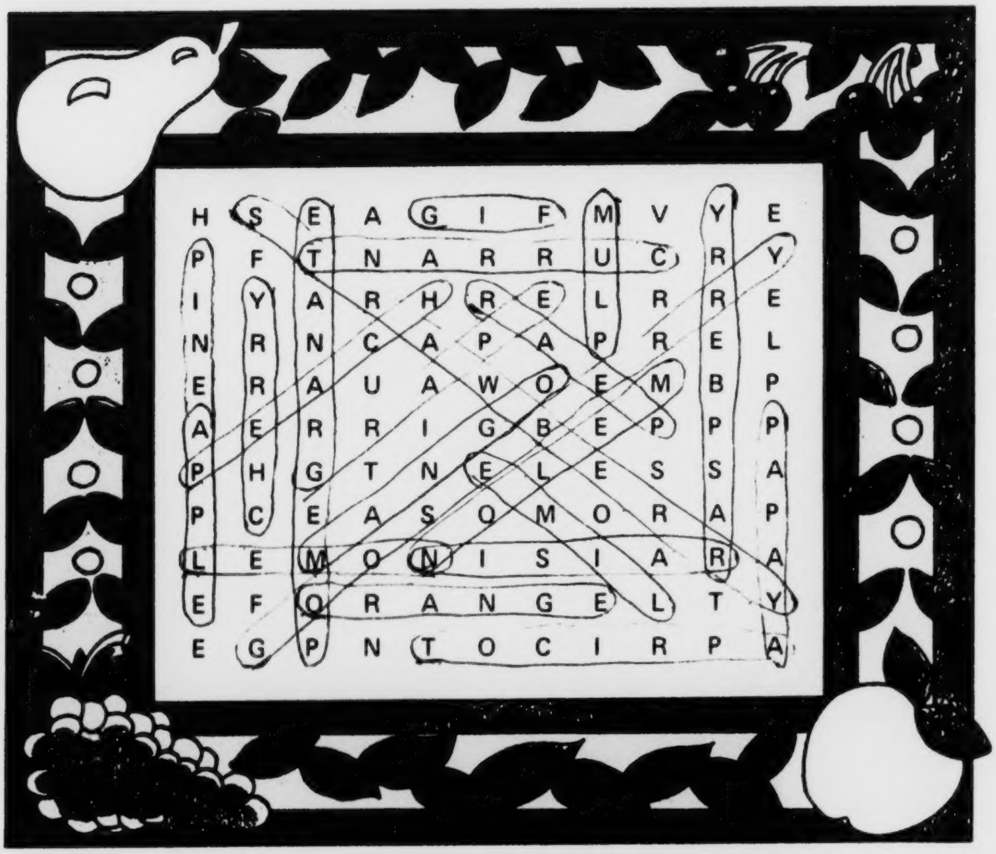
PEAR
PINEAPPLE
PLUM
POMEGRANATE
RAISIN
RASPBERRY
STRAWBERRY



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I	Y	A	R	H	R	E	L	R	R	E
N	R	N	C	A	P	A	P	R	E	L
E	R	A	U	A	W	O	E	M	B	P
A	E	R	R	I	G	B	E	P	P	P
P	H	G	T	N	E	L	E	S	S	A
P	C	E	A	S	O	M	O	R	A	P
L	E	M	O	N	I	S	I	A	R	A
E	F	O	R	A	N	G	E	L	T	Y
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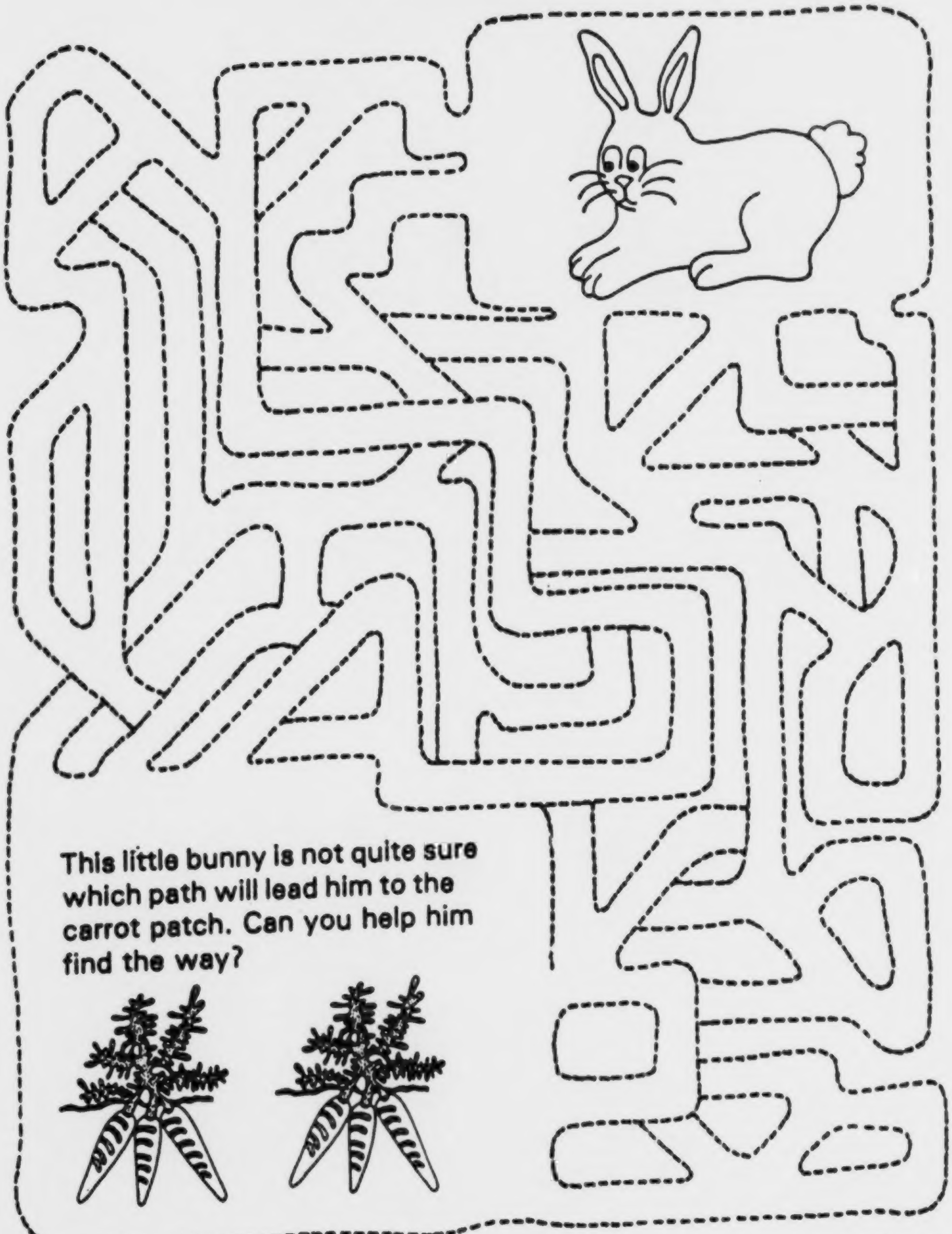
The Carrot Patch

by Colleen Fahy



This little bunny is not quite sure which path will lead him to the carrot patch. Can you help him find the way?

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THEME: Hidden Treasures

AGE RANGE: 5-8 years

BOOKS: King Midas and His Gold. (Many Versions)
Jack and the Bean Stalk.

POEMS: Silverstein, Shel. Where the Sidewalk Ends,
"Smart" p. 35.

SMART

My dad gave me one dollar bill
'Cause I'm his smartest son,
And I swapped it for two shiny quarters
'Cause two is more than one!

And then I took the quarters
And traded them to Lou
For three dimes—I guess he don't know
That three is more than two!

Just then, along came old blind Bates
And just 'cause he can't see
He gave me four nickels for my three dimes,
And four is more than three!

And I took the nickels to Hiram Coombs
Down at the seed-feed store,
And the fool gave me five pennies for them,
And five is more than four!

And then I went and showed my dad,
And he got red in the cheeks
And closed his eyes and shook his head—
Too proud of me to speak!

From Where the Sidewalk Ends, copyright © 1974
by Shel Silverstein. Harper & Row, Publishers,
Inc.

ACTIVITY: Treasure Hunt -- Hide treasure for the childen to discover. Directions follow.

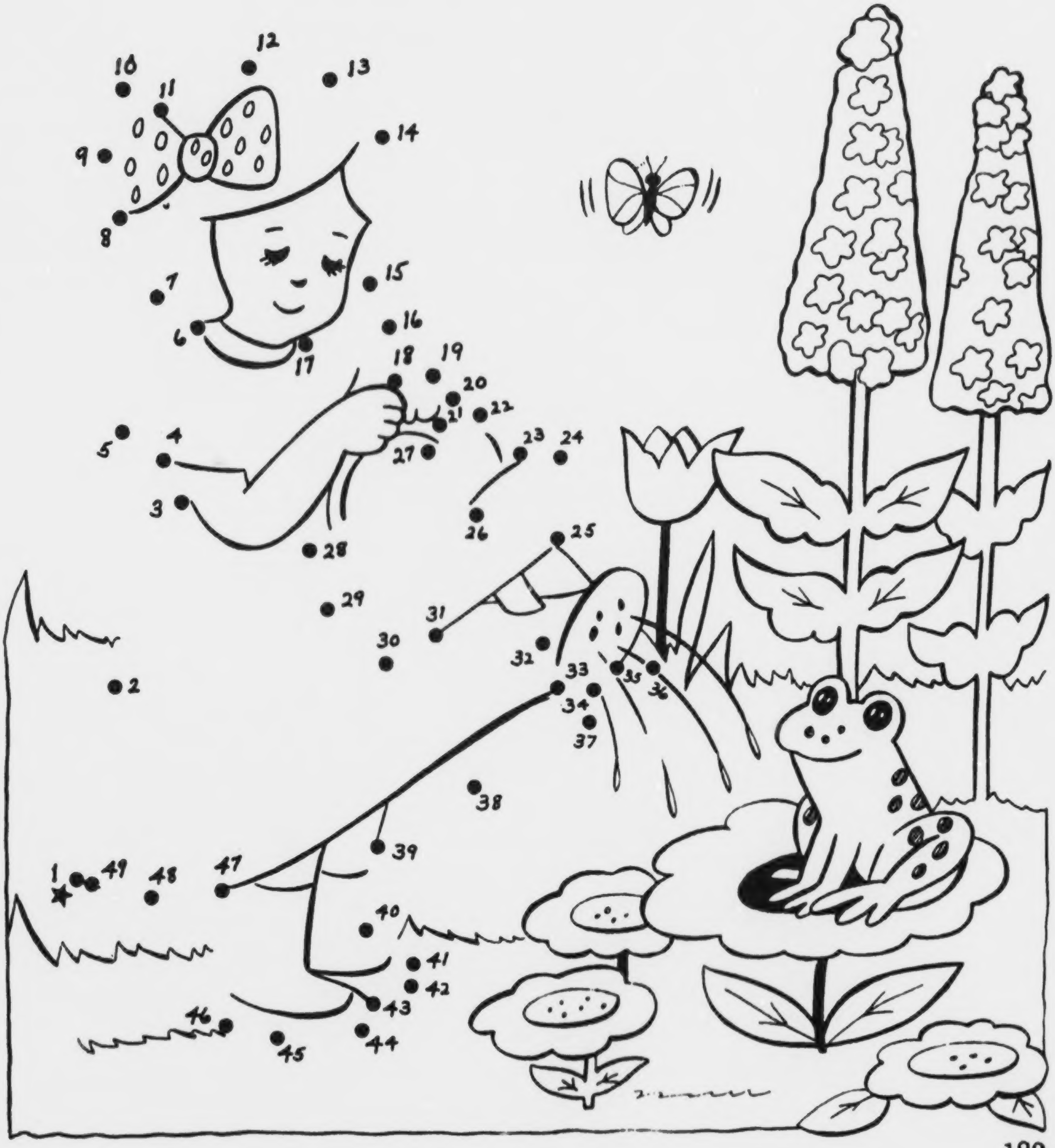
Treasure Chest -- Allow the children to decorate small boxes with craft jewels, glitter, beads, scrap material and trim, etc. to make their very own Treasure Chest. They can fill their Treasure Chests with goodies they find on the Hunt.

GAME: Treasure Hunt Relay:
Items needed: Wrapped Candies, colored construction paper, inexpensive wrapped prizes.

Before the relays begin, hide the wrapped candies, animals made from construction paper, or wrapped prizes around the room.

Follow the Dots

And you will see
Someone gardening — who can it be?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From Super Pad Coloring and Activity Book. Used by permission of P.S.I. & Associates, Inc., Miami, Florida.

Be sure to have at least one for each player. The first player on each team must find one object, return to his team and tag the next player. This player must also find one object before returning to tag the next player in line, and so on.

From Betty Crocker's Parties for Children
by Lois Freeman, © 1964. Reprinted
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CREATIVE DRAMATICS: Jack and the Beanstalk. After telling the story, assign the different roles to the children and let them act out the story. You may wish to use simple props such as beans, rubber or cardboard chicken, small cardboard harp, bag of coins, etc. Let the children do several presentations so that each child will have his chance to be a "star". The familiarity of this story will allow the children to be more comfortable in their acting roles.

OTHER FAIRY TALES THAT COULD BE USED:

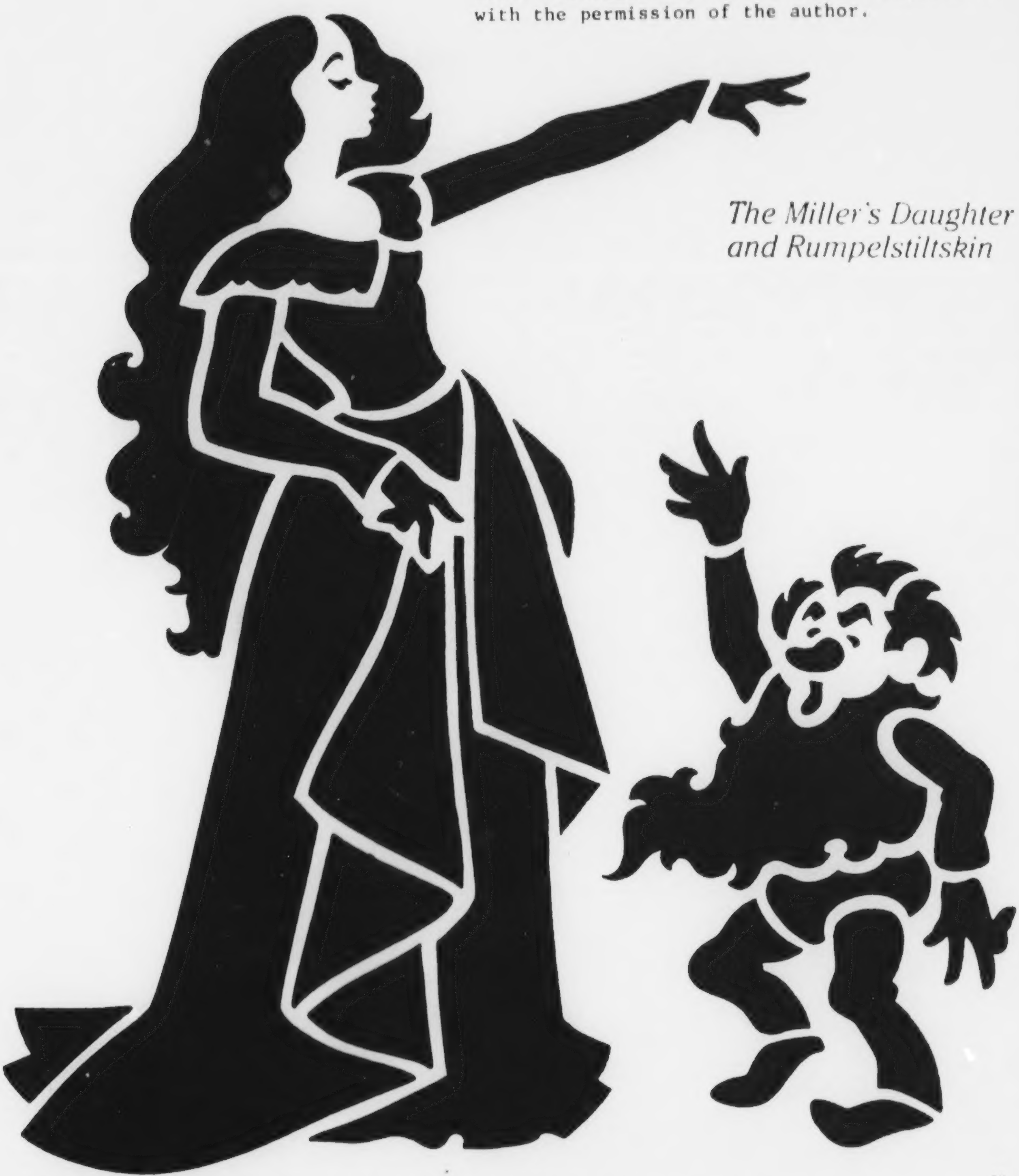
Hall, Amanda. The Gossipy Wife.
Turkle, Brinton. Do Not Open.

or any version of the following:

Aladdin and His Wonderful Lamp
Bremen Town Musicians
Golden Goose
Pedlar of Swaffham (J. Jacobs - More English Fairy Tales)
Mr. Vinegar
Rumplestiltskin
Snow White and Rose Red
Twelve Dancing Princesses

STORY BOARD OR STORY-TIME ROOM DECORATION: Fairy tale stencils follow.

From Favorite Storybook Characters: Cut & Use Stencils, by Ted Menten. Copyright © 1987 Dover Publications, New York, NY. Reprinted with the permission of the author.



The Miller's Daughter and Rumpelstiltskin

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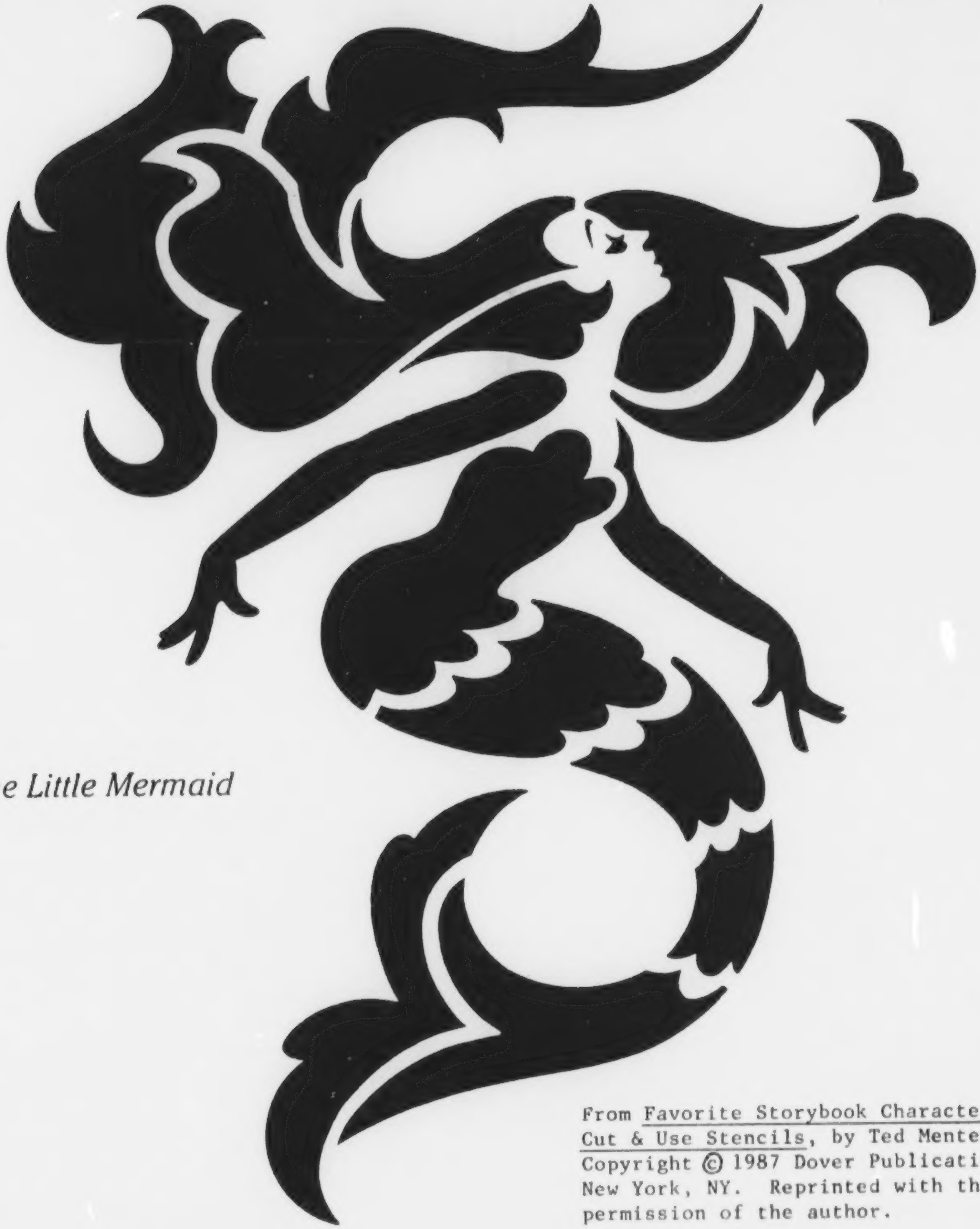

The Little Mermaid

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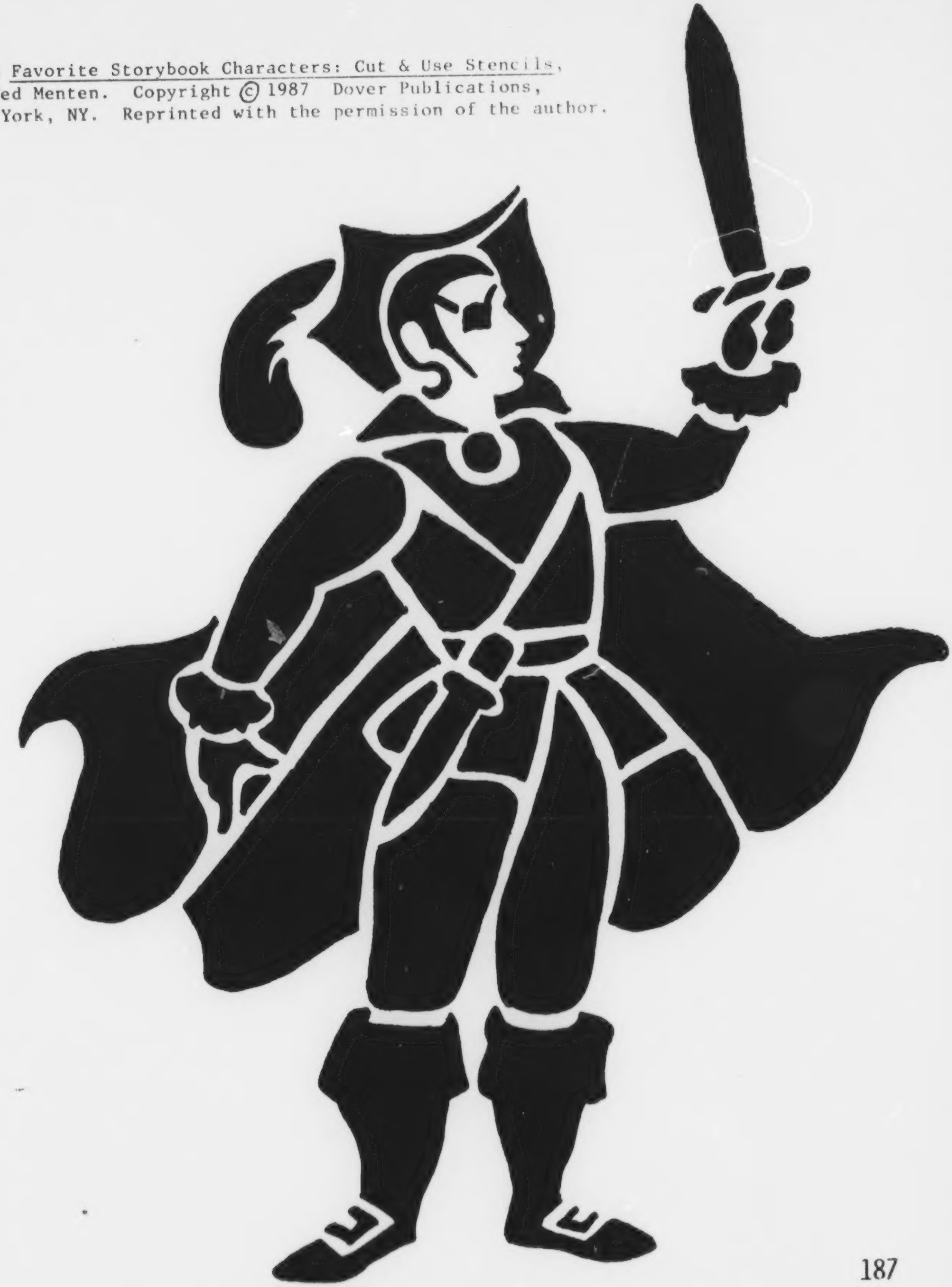
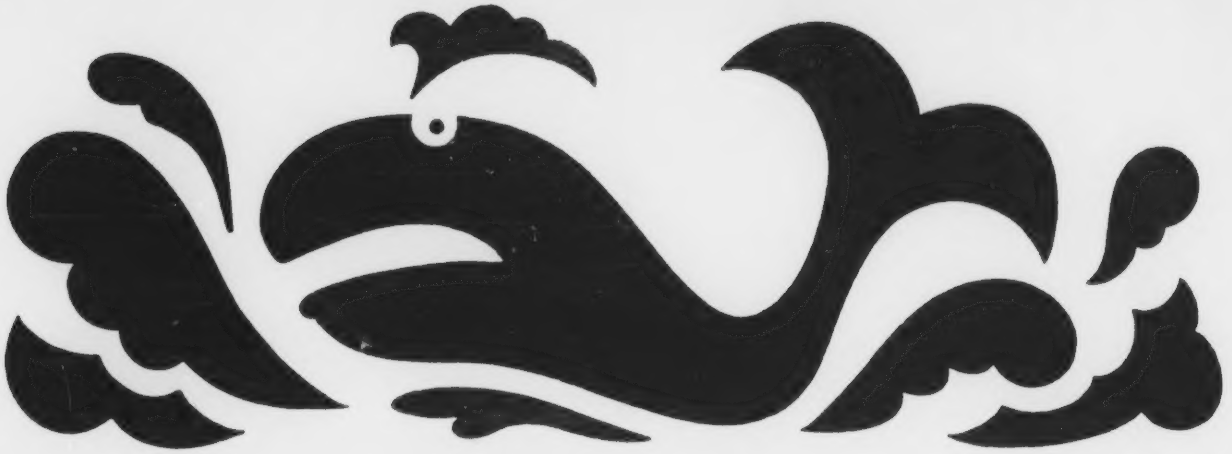
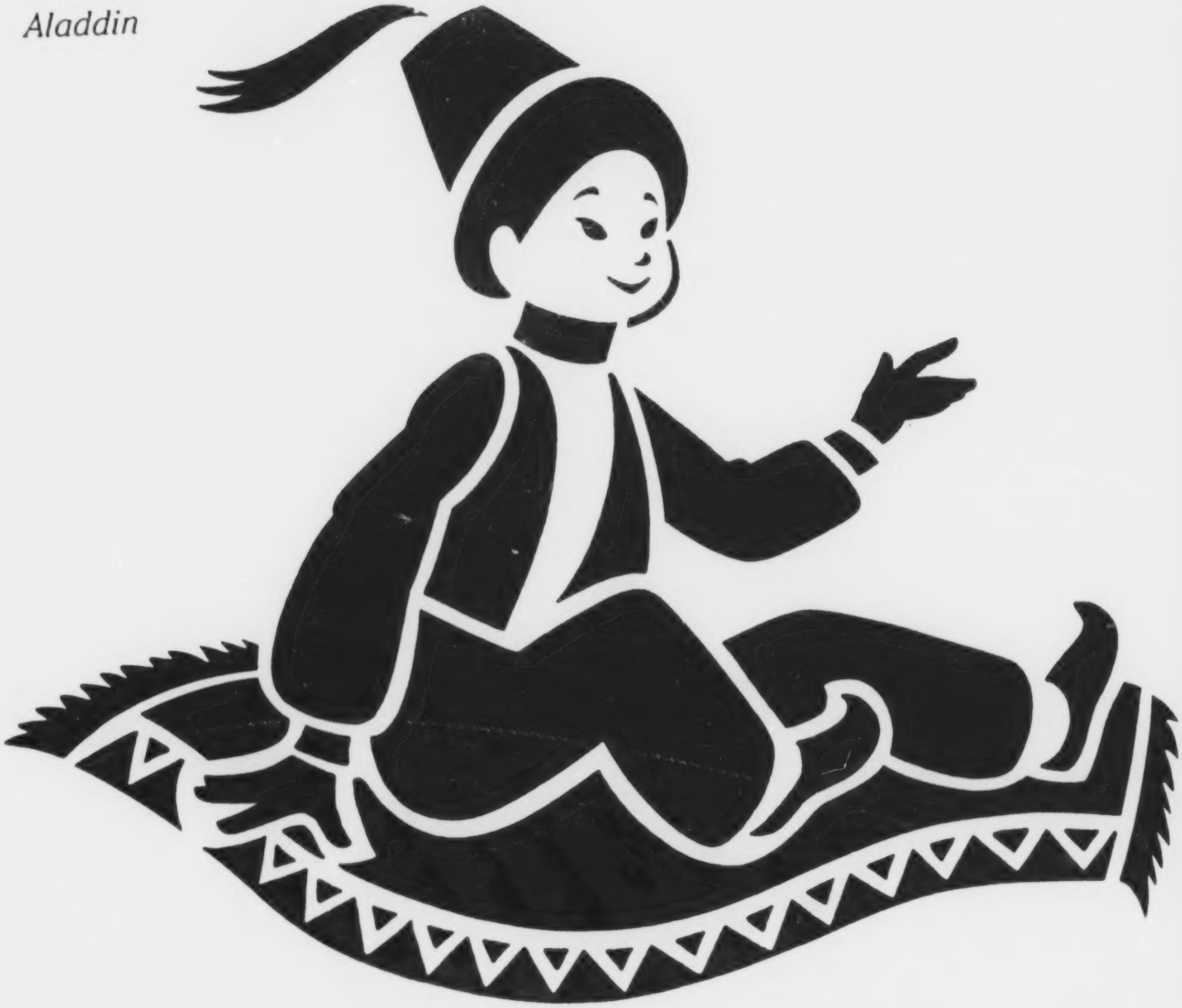




Aladdin



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THEME: A WHALE OF A TALE!

AGE RANGE: 1st - 3rd grade

BOOKS: Choose from

- Day, Edward. John Tabor's Ride.
- Hurd, Edith Thacher. What Whale? Where?
- Johnston, Tony. Whale Song.
- Jonah and the Whale story - any version - (Perhaps Warwick Hutton's Jonah and the Great Fish)
- McCloskey, Robert. Burt Dow Deep-Water Man.

OTHER BOOKS:

- Kipling, Rudyard. How the Whale Got His Throat. (A Just So Story)
- MacDonald, Margaret Read. Twenty Tellable Tales. "Whale of a Tale." pp. 1-9. (To tell to older children)
- Rockwell, Anne. Tuhurahura and the Whale.
- Sherell, Anne. Whale In the Sky.

POEMS:

"If You Ever"

If you ever ever ever ever ever
  If you ever ever ever meet a whale
You must never never never never never
  You must never never never touch its tail:
For if you ever ever ever ever ever,
  If you ever ever ever touch its tail,
You will never never never never never,
  You will never never meet another whale.

-Anon.

from: Cole, William. I Went To the Animal Fair. NY: World, 1958. p. 23.

or

"The Whale," by Theodore Roethke. From: Cole, William, ed. Pick Me Up. N.Y.: MacMillan, 1972. p.85.

or

"The Whale," by Geoffrey Dearmer. From: Ireson, Barbara, ed. The Barnes Book of Nursery Verse. N.Y.: Barnes, 1960. p. 76.

FINGERPLAYS: "Humpback"

Humpback! Whatta Whale!	(make hump with hands)
Splashed the water with his tail!	(clap!)
"Here I go!", I heard him say,	(cup hands to mouth)
Down he went and he swam away!	(Dive with arms)

Used with permission. Move Over Mother Goose, Copyright 1987, by Ruth I. Dowell. Published by Gryphon House, Inc., Box 275, Mt. Rainier, MD 20712 (1-800-638-0928). Order from the publisher: $9.95 + $2.00 shipping.

FLANNELBOARD: Title story from Priscilla Jaquith's Bo Rabbit Smart for True makes a very easy flannelboard.

or

PAPER PLATE CUTTING STORY: "Wally and Wilma," from: Warren, Jean. Cut and Tell: Scissor Stories for Spring. (A whale love story)

SONGS: "Baby Beluga" from Raffi's Baby Beluga, cassette tape, Troubador Records, Ltd., 1980.

ACTIVITIES: Obtain a record of whales singing and play for the children. (State Library of Louisiana, Films and Recordings. S843 and S983)

Also, the National Geographic, Jan. 1979, has a record with it of the song of the blue humpbacked whale.

You could briefly discuss saving the whales, in conjunction with a book such as Michael Bright's Saving the Whale.

CRAFT: Have the children make a Mini Whale out of a styrofoam plate. (See pattern following). From: Blocksma, Mary. Easy-to-Make Water Toys That Really Work. Englewood Cliffs, N. J.: Prentice-Hall, 1985. p.35.

MINI WHALE

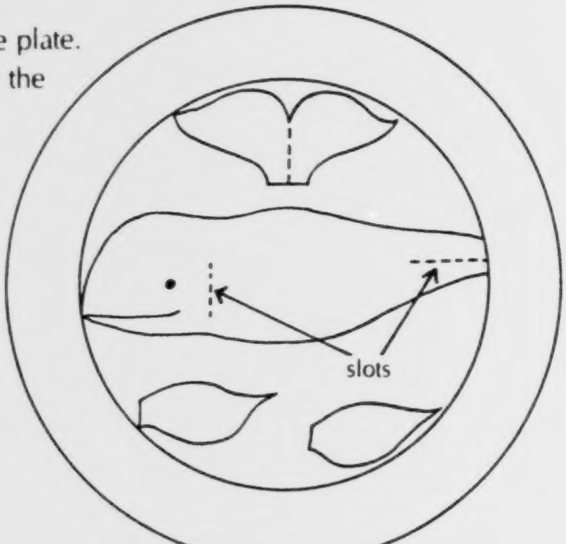
Whales don't *have* to be enormous.

What You Need

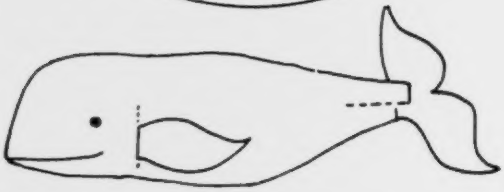
1 styrofoam plate	scissors ballpoint pen

What You Do

1. Draw a whale's body on the plate. Press hard to make slots for the fins and the tail.
2. Draw the tail and fins in the space that's left.



3. Cut out the pieces and fit them together.



Float It!

Experiment! Make a swimmer by cutting out a person's body and putting legs and arms in slots!

Source: Easy-to-Make Water Toys That Really Work, by Mary & Dewey Blocksma. (c) 1985. Reprinted by permission of the publisher, Prentice-Hall, Inc., Englewood Cliffs, New Jersey.

Be careful not to let the whale get away from you because his styrofoam body will pollute the waters where our live whale friends live.

GRADES 4TH & 6TH

THEME: Earth Treasure

AGE RANGE: Grades 4-6

BOOKS:

MacDonald, Margaret. Twenty Tellable Tales, "Little Crab and His Magic Eyes."

Dayrell, Elphinstone. Why the Sun and the Moon Live in the Sky.

ACTIVITIES:

Recycle Your Trash-- Create a bird feeder using half-gallon or gallon milk cartons. (Directions follow.)

Garbage Garden-- Grow a plant using seeds from oranges or grapefruits. Consider using small milk cartons (used in school cafeterias) as planters. (Directions follow.)

Pebble Pets-- Some pets make lots of noise and are hard to care for, but not pebble pets! Make a pebble pet from different shaped rocks and pipe cleaners. Paint the rocks, add squiggly eyes, etc. Let the child's imagination be the limit! (Directions follow.)

Scavenger Hunt-- Send the children outside with a list of items to find. Set a time limit at the end of which the children bring in the items they found. The one who found the most items wins. (Items list follows.)

- Leaf
- Grass
- Acorn
- Pine Cone
- Wildfower
- Weed
- 4 leaf clover
- Mimosa Bean
- Pebble
- Pine Needle
- 1 Piece of Weatherd paper (trash)
- Empty Soft Drink Bottle
- Tree Bark (only from ground)
- 1 Coke Top
- Pecan
- Sweet Gum Ball

Sidewalk Fried Egg-- Grease a piece of aluminum foil with Crisco or margarine. Place it on the sidewalk in direct sunlight. The hotter the sidewalk the faster the egg cooks!

Solar Cooker-- Make a Solar Cooker prior to storytime. Cook an apple during the storytime for children to eat at the end of the program. Hand out instructions for them to make their own Solar Cooker.

FILMS:

Look to the Sun
Solar Energy: How it Works
Solar Energy: Unlimited Power

HANDOUTS: Sun-Dried Fruit Leather-- Hand out the following receipe and instructions to the children for them to do at home.

Recycle Your Trash

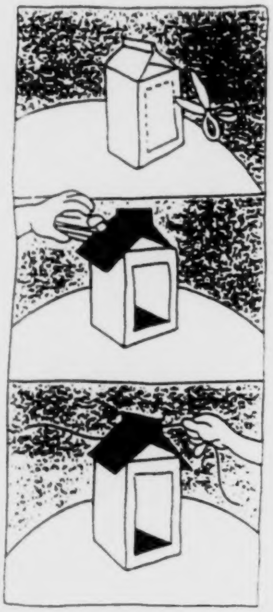
Don't throw away that milk carton when you drink the last drop of milk. Turn the carton into an easy-to-make bird feeder that you can hang in your yard or set on the windowsill.

What You Need:

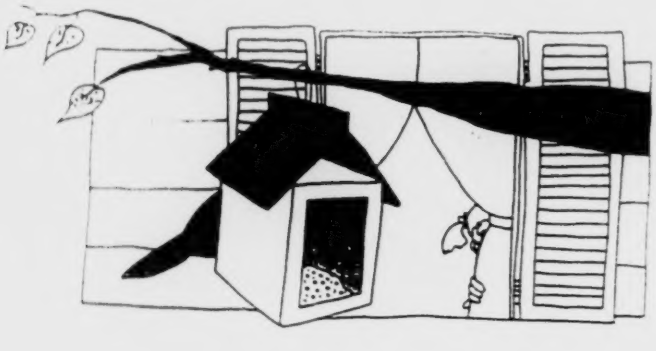
a clean, dry half-gallon or gallon milk carton
scissors
picture wire or heavy twine
a large stapler

What You Do:

1. You will need help from a grownup for the first part of this project. Gently poke the scissors through and carefully cut the sides of the carton. Cut away the centers of two opposite sides.
2. Use the cut-away pieces to make a roof for the feeder. First, close the top of the carton and staple it. Then place one cut-away piece on each side of the closing to shape the roof. Staple the pieces to the top of the carton.
3. Poke a hole in the center of the closing. Loop the wire or twine through the hole. Use this to hang the feeder from a tree. Or, set the feeder on a windowsill.



4. Fill the feeder with seed for wild birds or bread crumbs mixed with fat trimmed from meat.
5. Watch the birds enjoy your feeder. Do they eat quickly? Do they come back often?



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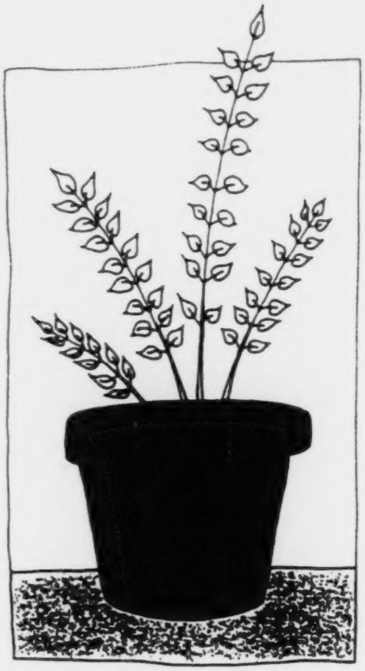
Garbage Garden

If you're like Gregory the goat, you love oranges and orange juice too! The next time you eat an orange, don't throw away the seeds. Save them and start an orange plant. Follow these easy steps:



1. Save 6 to 8 seeds for each plant you want to grow.
2. Put the seeds in warm water and let them soak overnight before planting.
3. Plant the seeds in potting soil in a small clay pot and water it just until the soil is wet throughout.
4. Place the pot in a sunny window. When the weather is warm, place the pot outdoors in the sun.
5. Water the plant whenever the soil is dry. In 4 to 6 weeks, green shoots will appear. No oranges will grow, but after awhile you'll have a lovely green plant.
6. Want a whole garbage garden? Try other fruit and vegetable seeds and see what you can get to grow.

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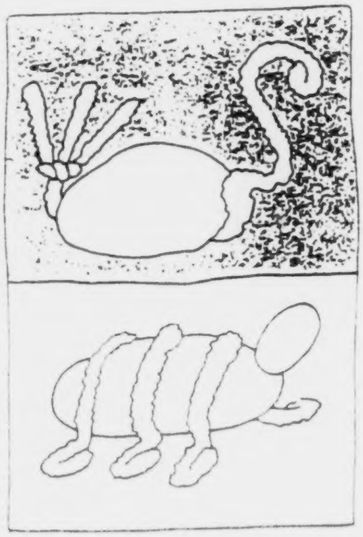
Pebble Pets You Can Make

Some pets make lots of noise and are hard to care for, but not pebble pets. They make great gifts, too. Make more than one pet so your pebble pet doesn't get lonely.

First, collect small rocks of different shapes. Be sure to collect some flat rocks as well as some round ones. Wash and dry all the rocks before you begin. You will need some bristly pipe cleaners and white glue.

Make a Swan:

1. Place a pipe cleaner under a pebble with a flat bottom.
2. Shape the cleaner tightly around the bottom and sides of the pebble.
3. Twist each end of the cleaner into a head and tail for your pet.
4. Twist another cleaner around the tail to make a three-part tail.



Make a Bug:

1. Shape two or three cleaners around the top of a pebble. Pinch the ends of each cleaner to form little feet.
2. Glue on a smaller pebble to make a head.

You can also make pets from three or four rocks of different sizes glued together. Use your imagination to create a variety of pets. Choose a large rock for the body of the pet and small rocks for the feet and head. Glue on one rock at a time and let it dry before adding another.

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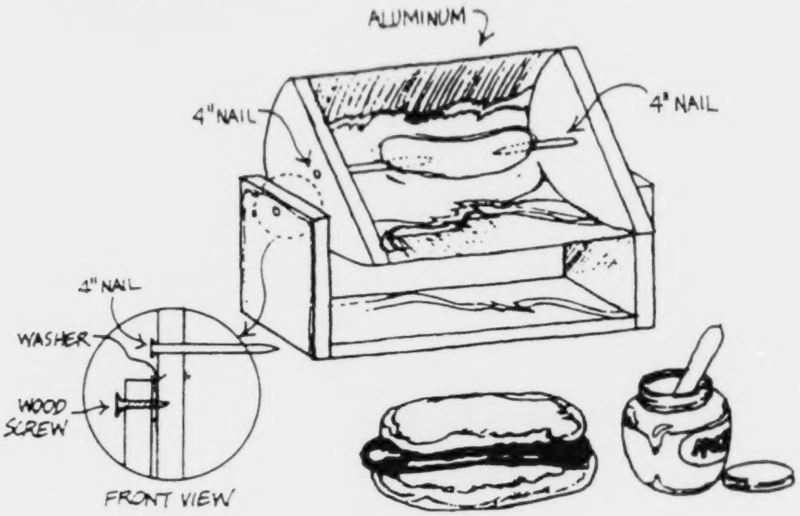
SOLAR COOKER

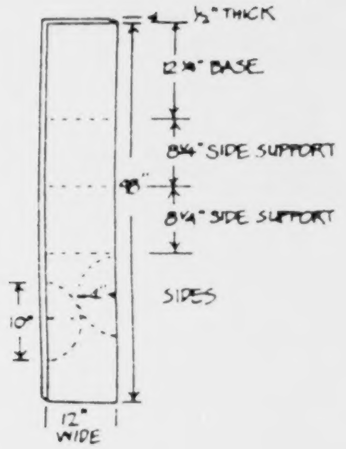
Here's a practical way to cook hot dogs by tapping the sun's energy. A den chief or adult can make one for the Cub Scouts to use all summer.

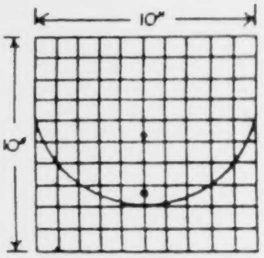
40-inch piece of 1-by-8-inch wood
1-by-2-foot foot piece of sheet aluminum
Two 4-inch nails and assorted smaller nails
Two 2-inch wood screws
Two metal washers
Steel wool
Household cement
Aluminum foil
10-by-10-inch piece of brown wrapping paper


ALUMINUM
4" NAIL
4" NAIL
4" NAIL
WASHER
WOOD SCREW
FRONT VIEW

From Cub Scout Leader How-To Book.
Boy Scouts of America, c1985. Reprinted by permission of the publisher.

SOLAR COOKER





PAPER PATTERN OF SIDE PANELS

Here's how:

1. On wrapping paper, draw grid as shown, with 1-inch squares. On the grid, carefully duplicate the arc shown.
2. Cut out the pattern and trace it on the wood. Cut the side pieces, base, and side support pieces with a coping saw or jigsaw.
3. In each side panel, drill two holes as shown on pattern. The top holes should be slightly smaller than the 4-inch nails; the bottom holes slightly smaller than the wood screws.
4. Nail the base and side supports together. Then nail the aluminum sheet to the side panels to make a "canoe" to fit between the side supports.
5. Polish the inner surface of the aluminum with steel wool and wipe clean. Cement the aluminum foil, shiny side out, to the canoe.
6. Push the 4-inch nails through the holes and fasten them with household cement. Clean the nails with steel wool and rinse with water.
7. Mount the canoe on the support stand with the wood screws and washers.
8. Now you're ready to cook. Skewer a hot dog on the nails. Position the cooker so the sun's rays reflect from the aluminum to the hot dog. In a few minutes you'll have a well-done treat.

From Cub Scout Leader How-To Book.
Boy Scouts of America, c1985. Reprinted
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SUN-DRIED FRUIT LEATHER

With a little help from you, the sun will dry fruit into tasty, natural snacks that will last for months. Choose a dry, sunny day for this project. You need:

2 quarts ripe, fresh fruit (peaches, plums, apricots, berries)
Collander, blender, or food processor
Waxed paper, tape

Here's how to make it:

1. Wash the fruit. Remove the stems and pits. Cut any large pieces in half.
2. Put the fruit through a collander or blender to turn it into a thick puree.
3. Heat the puree over medium heat until it is almost boiling. Stir to keep it from sticking. Let cool until lukewarm.
4. Lay out a large piece of waxed paper on an outside table or other flat surface. Tape it on the corners so it won't blow away.
5. Pour the mixture on the waxed paper and let it dry in the sun all day. Bring it inside at night and keep in dry place. Do not put in refrigerator.
6. It will take two or three days for it to dry into fruit leather. When it peels away from the paper easily, it is ready to eat.
7. Cut the fruit leather into pieces and roll them up in waxed paper or plastic wrap. Store it in a jar in a cool place.

From Cub Scout Leader How-To Book. Boy Scouts of America, c. 1985. Reprinted by permission of the publisher.

THEME: Going On a Treasure Hunt

AGE LEVEL: 3rd - 4th Grades

BOOKS:
Long, Jack. The Sunken Treasure.
Schick, Eleanor. Summer at the Sea.
Hillert, Margaret. Run to the Rainbow.
Higgs, Mike. Moonbird and the Space Pirates.
Winch, Gardon. Samantha Seagull's Sandals.

POEMS: Hands Across the Sea by Goldie Capers Smith. Children's Playmate Magazine, June/July 1987, Volume 59, Number 2, pp. 46-47.

FILMS:
Sand Castle. 13 min. (LSL)
Paddle to the Sea. 28 min. (LSL)

GAMES: Dressup Race

Items needed:

1. Pirates eye patch (2)
2. Hat (2)
3. Vest (2)
4. Boots (2)
5. Pirates chest or box (2)

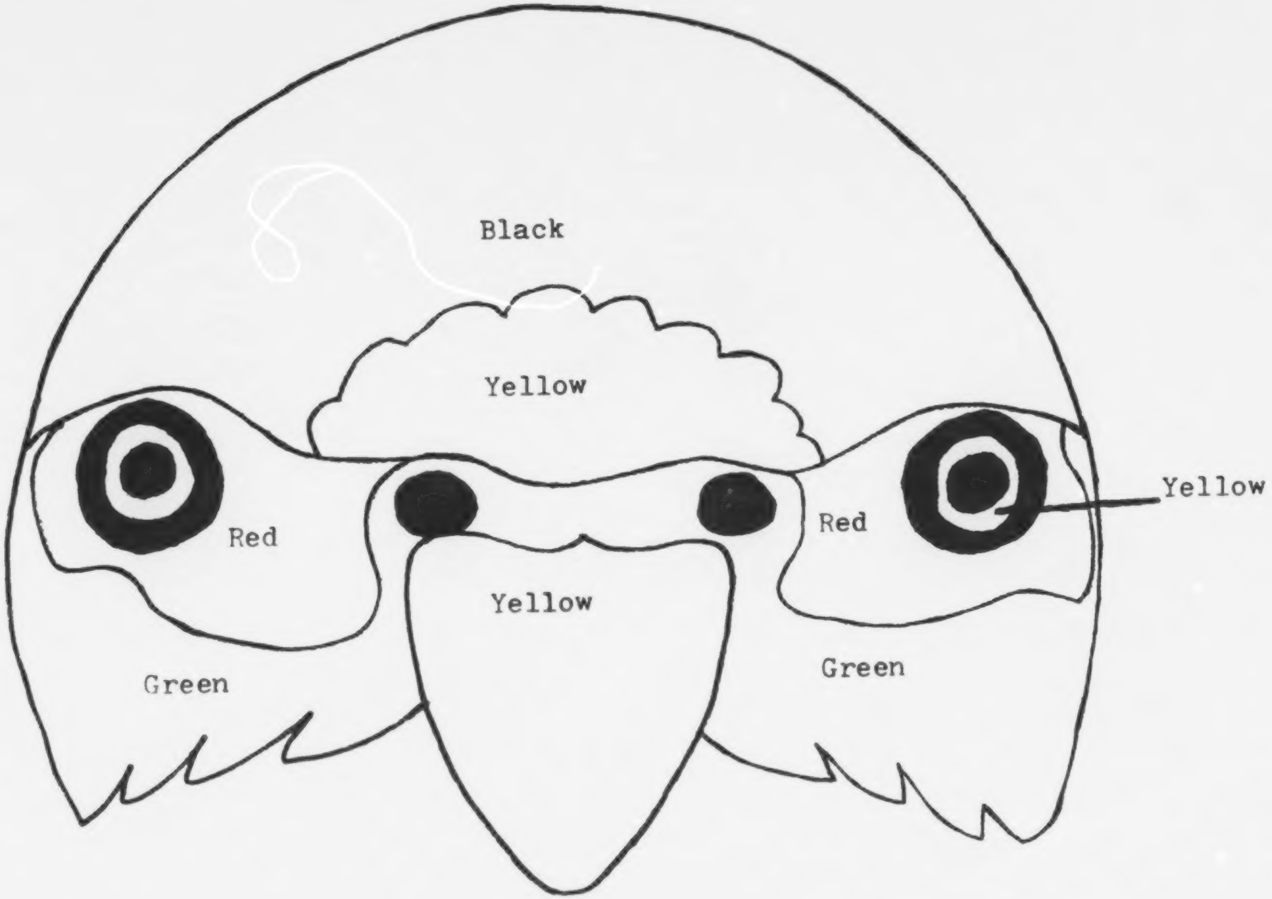
ACTIVITIES: Parrot Mask, Tail and Wings

Paper Plate Mask
Needed: Large paper plate for each child
pencil
a dime
scissors
stapler
paints or markers
hole punch
string or yarn

Use the dime to make two circles about 2" apart in the middle of the paper plate. Cut out the circles. Hold plate up to face to be sure child can look through holes. If not, cut holes a little bigger.

Trim bottom of plate to give the parrot a feathered face and a sharp beak. Use paints or markers to decorate mask. (You will be looking through the top of the beak.) So make eyes by painting them on farther back on the face. Use a hole punch to make a hole on each side of the mask in line with the eye holes. Put a piece of string or yarn through each hole and knot it.

Parrot Tail and Wings
Needed: Five sheets of green paper per child ,
one sheet of red
one sheet of blue
tape
four safety pins


Black
Yellow
Red
Red
Yellow
Yellow
Green
Green

Pattern for Parrot Mask

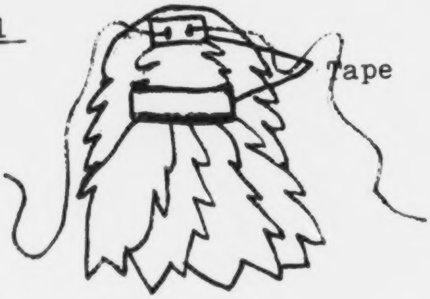
Cut out 13 green feathers, two red ones, and two blue ones. Make each feather 3x8".

To make the tail, arrange seven green feathers and tape them together as shown below.

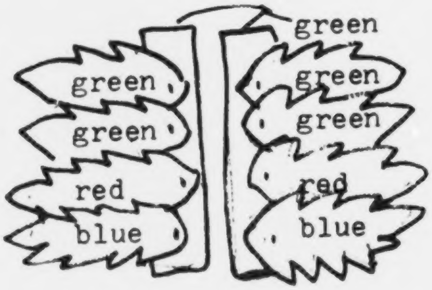
Punch two holes at the top of the tail. Run a long piece of string through the holes as shown below.

To make a wing, staple five feathers to a strip of green paper as shown below. Make a second wing. Place a wing over shoulder and pin it to the front and back of shirt. Put on a second wing, following same directions. Tie on the tail and mask.

Tail



Wings



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OTHER GAMES: "Sticker Hunt"

"Bead-stringing Contest"

"Peanut Hunt"

From The Keene Party Book by Frances W. Keene. Curtis Brown Ltd., London, 1949.

OTHER ACTIVITIES OR CRAFTS:

Pot of Gold

Attach cotton balls to the outside of a round plastic container (such as larger size margarine container), with glue. Tape a pipe cleaner to the sides of the container for a handle (can also be stapled).

Cut a piece of black felt large enough to go around and wide enough to have approximately ½ inch of material above the top edge of the container. Attach the felt with spots of glue.

When the felt has dried, tie or glue a piece of gold yarn, ribbon, or rick-rack around the top edge of the pot.

Make coins about the size of quarters out of yellow construction paper, or cut out circles of cardboard and paint them gold. Fill the pot with paper or cotton, then glue the coins on top.

By Caroline Westgate, taken from Highlights Magazine For Children, March 1990, p. 29. Used by permission of Highlights for Children, Inc., Columbus, OH. Copyright (c) 1990.

Secret Panel Treasure Chest

Use a shoe box for this treasure chest. To make a secret hiding place, cut a hole 2 inches by 5 inches in the center of the lid. To make a curved top for the chest, cut another piece of cardboard as long as the lid and 3 inches wider. Staple the edges of the cardboard to the front and back edges of the lid.

On cardboard, trace around the ends of the lid and cut out the shapes. Tape them to the ends of the lid.

To attach the lid to the box, cut a slit at each corner, making a long hinge. Spread glue along the inside of the hinge and the outside of the box where the hinge will join. Press the pieces together. Add tape along the hinge for added support. Cover the entire chest by glueing or taping on cloth or paper. Cut felt or ribbon straps long enough to go all around the chest, with about 2 inches extra to fasten a button. Glue the straps to the chest as shown below.

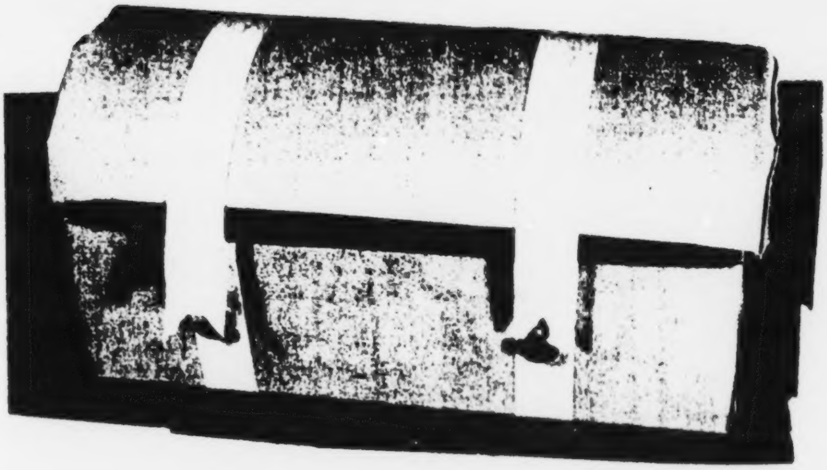
Poke a hole for a button through each strap on the chest front. Slip a 2-inch piece of pipe cleaner through a wire shank button and into the hole. Spread the pipe cleaner ends to secure the buttons. Cut buttonhole slits in the straps so the chest can be buttoned shut.

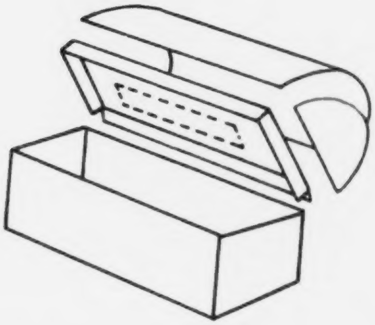
Cut a piece of cardboard to fit the inside of the lid, and attach a small piece of tape to the edge of ghe cardboard as a tab. Press the cardboard up into the lid, covering the secret hiding place.

By M. Mable Lunz, taken from Highlights Magazine For Children, March 1989 issue, p. 28. Used by permission of Highlights for Children, Inc., Columbus, OH. Copyright (c) 1989.

Parrot on a Perch

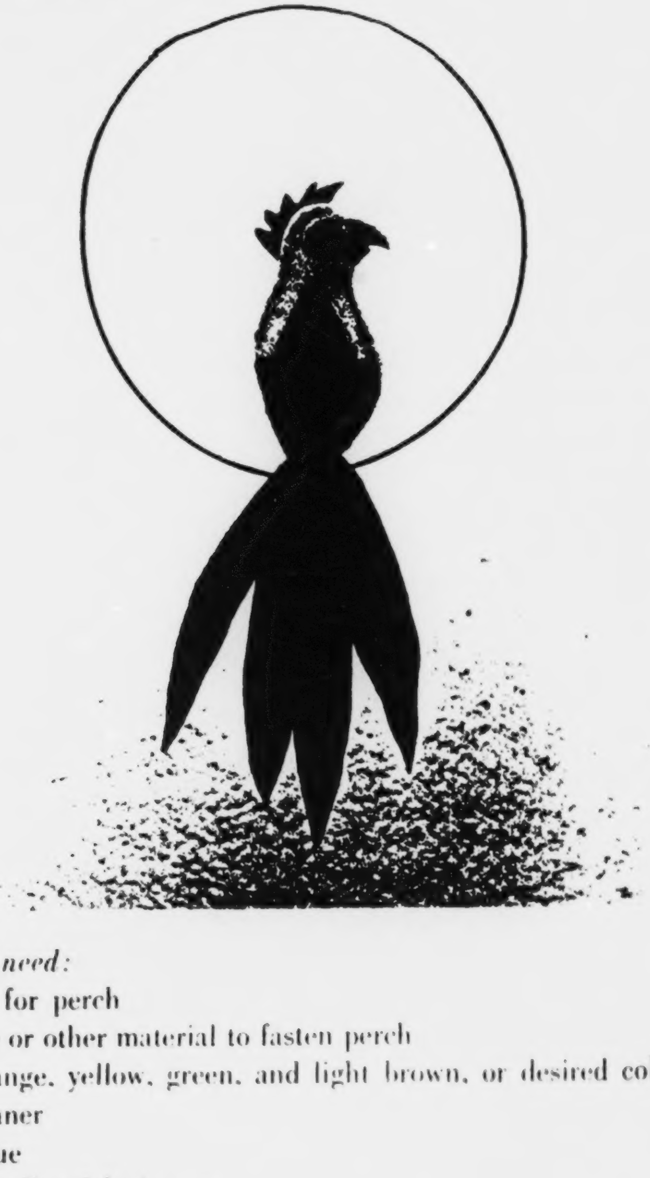
SECRET PANEL TREASURE CHEST





By M. Mable Lunz, taken from Highlights Magazine For Children, March 1989 issue, p. 28. Used by permission of Highlights for Children, Inc., Columbus, OH. Copyright (c) 1989.

PARROT ON A PERCH



You will need:

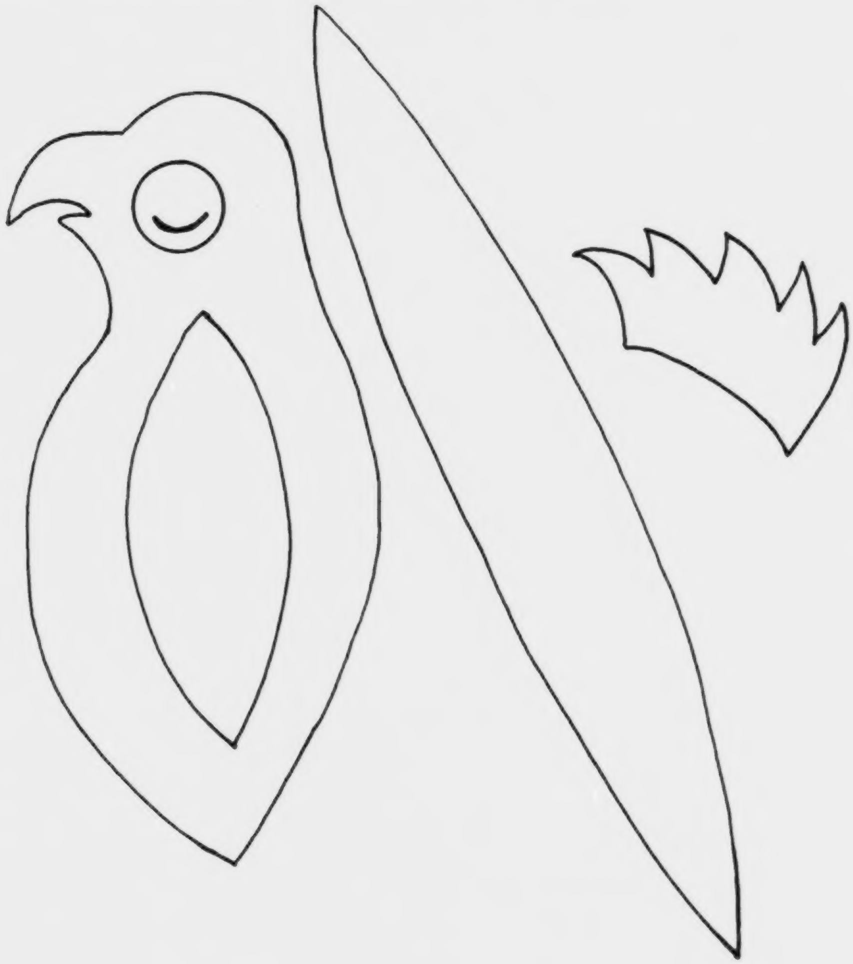
material for perch
thin wire or other material to fasten perch
felt—orange, yellow, green, and light brown, or desired colors
pipe cleaner
white glue
black fine-line felt-tip pen
1 cotton ball for stuffing
needle and thread
paper for patterns

"Parrot on a Perch" from MOBILES YOU CAN MAKE by Loretta Holz.
Copyright (c) 1975 by Loretta Holz. Reprinted by permission of Lothrop, Lee & Shepard Books, a division of William Morrow & Co.

Bend the material you are using for the perch to form a circle about $6\frac{1}{2}$ inches in diameter. Overlap the ends and twist some thin wire around them to keep them in place.

Trace the patterns for Polly on your pattern paper. Cut one copy of the head feathers from orange. Cut two copies of each of the other pieces, making the body yellow and the eye and wing orange. Cut two each of the tail feathers from green and light brown.

Twist the pipe cleaner into a long oval so that it can be hidden inside the parrot and used to steady it on the perch. Leave ends



which can be twisted around the perch. Glue the pipe cleaner to one of the copies of the parrot as shown in Figure 1.

With a black felt-tip pen make a small curved mark on each circle eye and glue these in place on the heads. Glue on the wings and glue the head feathers behind one head. Lay the body piece that has the pipe cleaner glued to it face down. Pull the cotton ball apart and use enough to pad the center of the body. Put glue all around the edge of the bird, match the second copy of the body to the first, and press them together carefully.

Put Polly at the base of her perch and twist the pipe cleaner ends together under the perch so they keep Polly in place (see Figure 2). Put two tail feathers over the base of her body. You can glue these together but a few stitches with matching thread will keep them in place more securely. Turn the parrot over and attach the other two tail feathers in the same way. Arrange them so they hang down gracefully and glue or stitch them place.

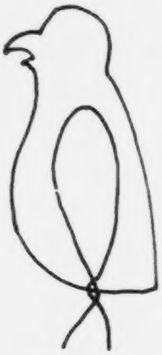


Figure 1

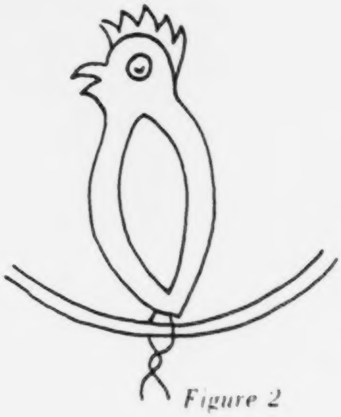


Figure 2

Tie a piece of thread at the top of the perch to hang it and Polly is ready to be your colorful but quiet pet.

THEME: Pirates, Pirates, Pirates.

AGE RANGE: 8 - 12 years old.

BOOKS: Payne, Joan Balfour. The Leprechaun of Bayou Luce.
Amusing Louisiana story with pirate ghosts, buried treasure, miniature Indians, a leprechaun and a boy and his dog.

Monjo, F. N. Pirates in Panama.
Entertaining story of Henry Morgan, English Pirate, the sacking of Panama City; a little orphan boy named Benito; and the priest, Brother John, the biggest "pirate" of all.

Jagendorf, M. Upstate, Down state: folk stories of the middle Atlantic States.
Exciting, amusing stories about ordinary sailors, evil pirates and characters from history. Includes story: "Pirate Yan Yost of Communipaw."

Dewey, Ariane. Laffite, the Pirate.
The stories of Pirate Laffite, both fact and fiction.

Stevenson, Robert Louis. Treasure Island.
The classic story of pirates, buried treasure, and a young boy's adventure.

Parish, Peggy. Key to the Treasure.
Two boys and their sister spend the summer searching for treasure in their grandparent's old house.

Mahy, Margaret. The Great Piratical Rumbustification.
The Terrapin family are in for an evening of devilish fun with Pirate Orpheus Clinker as their babysitter.

Lathrop, West. Unwilling Pirate.
Out for a day of fishing, a young boy is captured by pirates and is forced to become a cabin boy.

Haseley, Dennis. The Pirate Who Tried to Capture the Moon.
A fierce pirate who tries to capture the Moon learns that turnabout is fair play.

Horness, Elizabeth. Mystery of the Pirate's Ghost.
A family moves to a beach house in New England and find out that it is being haunted by a famous smuggling pirate.

FILM: 20,000 leagues under the sea. Walt Disney Education Media. Available from the State Library. 27 min.
Adaptation of the Disney version of the Jules Verne adventure tale about a scientific expedition seeking a mysterious sea monster and finding Captain Nemo, an "evil genius."

ACTIVITY: Pirates Surprise Puzzle

GAME: Pirate Puzzles

PIRATE POETRY CONTEST IDEA

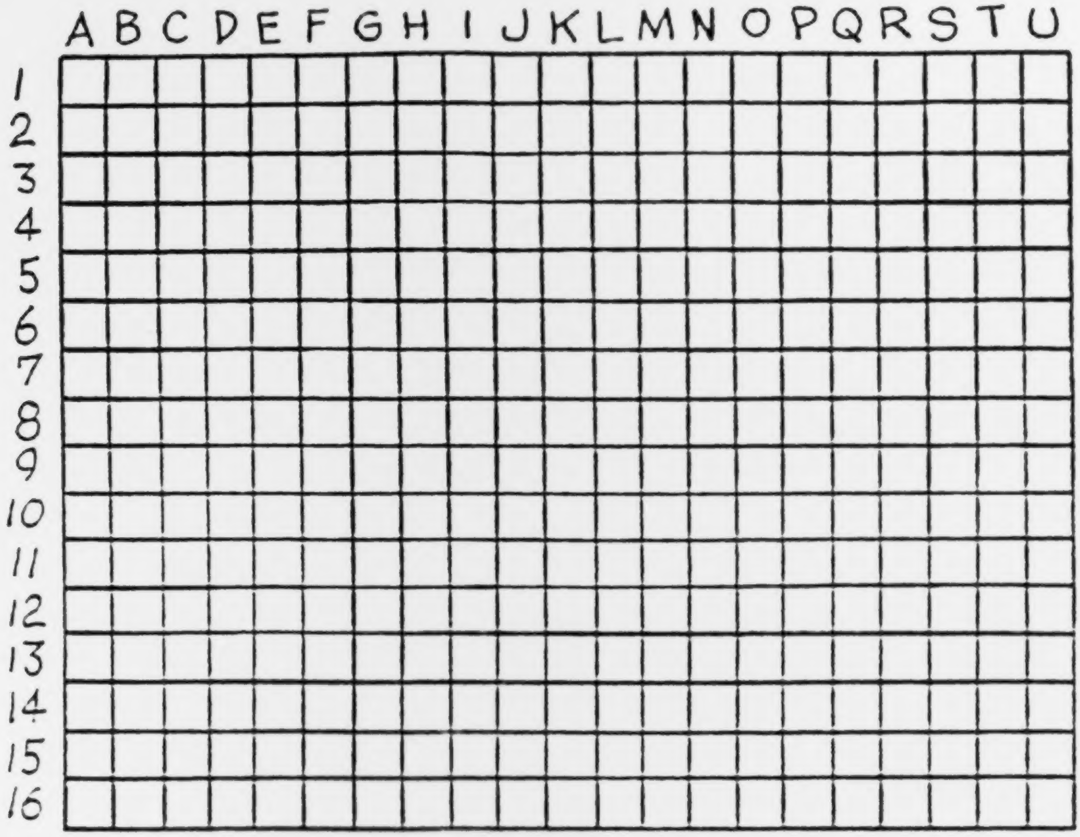
Ship ahoy to all poets. A bit of pirate verse we're seeking. Below you'll find the first two lines, you write the rest. You may work with a group or by yourself. The winning verses will be displayed at the library.

When you're a pirate out to sea
This is what it's like to be

Here are some words you might want to use in your verse: fee, flea, flee, free, gee, glee, key, knee, lee, me, he, she, ski, spree, tree, tea, three, we, ye, etc.

Adapted from Castles, Pirates, Knights and Other Learning Delights, by Paula Glasscock and Sally Weber. Copyright (c) Good Apple, Inc. 1980.

Use the color guide below to color the squares to discover the pirate's surprise.



Pirate's Surprise Puzzle

BLACK

row	letters
1	A,E,F,G,H,N,O,P,Q,U
2	E,F,G,O,P,Q
3	F,P
5	A,B,C,H,I,M,N,S,T,U
6	A,B,C,D,H,I,M,N,R,S,T,U
7	A,B,C,D,E,K,Q,R,S,T,U
8	A,B,C,D,E,F,J,K,L,P,Q,R,S,T,U
9	A,B,C,D,E,F,P,Q,R,S,T,U
10	A,B,C,D,E,I,J,K,L,M,Q,R,S,T,U
11	A,B,C,D,I,K,M,R,S,T,U
12	A,B,C,S,T,U
13	G,O
14	F,G,H,N,O,P
15	E,F,G,H,I,J,K,L,M,N,O,P,Q
16	A,E,F,G,H,I,J,K,L,M,N,O,P,Q,U

YELLOW

row	letters
1	B,C,D,I,J,K,L,M,R,S,T
2	A,B,C,D,H,I,J,K,L,M,N,R,S,T,U
3	A,B,C,D,E,G,H,I,J,K,L,M,N.O,Q, R,S,T,U
4	A,B,C,D,E,F,G,H,I,J,K,L,M.N,O, P,Q,R,S,T,U
5	D,E,F,G,J,K,L,O,P,Q,R
6	E,F,G,J,K,L,O,P,Q
7	F,G,H,I,J,L,M,N,O,P
8	G,H,I,M,N,O
9	G,H,I,J,K,L,M,N,O
10	F,G,H,N,O,P
11	E,F,G,H,J,L,N,O,P,Q
12	D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R
13	A,B,C,D,E,F,H,I,J,K,L,M,N,P,Q,R,S, T,U
14	A,B,C,D,E,I,J,K,L,M,Q,R,S.T,U
15	A,B,C,D,R,S,T,U
16	B,C,D.R.S,T

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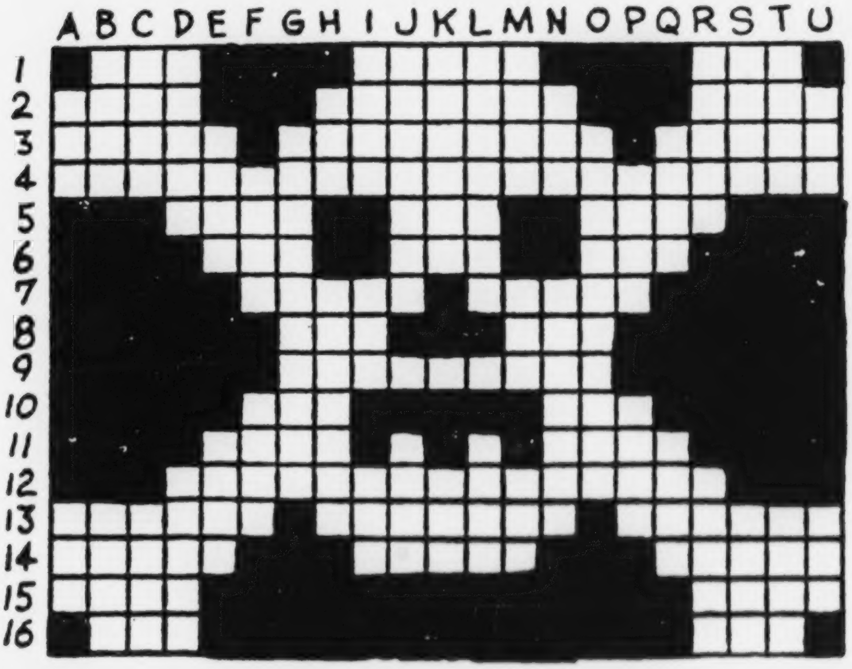
Pirate's Surprise Puzzle


A B C D E F G H I J K L M N O P Q R S T U
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

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PIRATE PUZZLES *

Materials: Drawings (can be photocopies from drawings, illustrations, or clip art) of different pirates mounted on heavy paper or poster board and cut into jigsaw puzzles. The name of the pirate is on the drawing.

Directions: Hide the puzzle pieces. Divide into teams. The team captain is given a card with the pirate name and drawing on it. Instruct the players to hunt for the pieces of their Puzzles. No player can pick up a piece he finds but must stand where the piece is and keeps calling the pirate name until the captain comes to pick it up. Only the captain may pick up the pieces. The team who puts together their puzzle first wins.

Material from the book A Calendar of Parties by Jack B. and Edith Fellows.

THEME: Sailing the Seven Seas

AGE RANGE: 8 - 12 years old

BOOKS: Edmonds, Walter D. Tom Whipple.
Story of a Yankee lad who decided to see something of the World and signed up on a sailing ship bound for Russia.

Locker, Thomas. Sailing With the Wind.
The story of a young girl's journey sailing down the river to the ocean with her favorite uncle.

Knight, Captain Frank. The Sea Chest: Stories of Adventures at Sea.
Nineteen stories about the sea.

McCloskey, Robert. Time of Wonder.
"Rhythmic prose and luminous watercolors which describe happenings in the natural and human world of a Maine island. Particularly effective when read aloud." - Booklist.

Wyss, Johann. The Swiss Family Robinson.
Enchanting story of a shipwrecked family who survive on a desert island and live happily apart from the world.

MacGregor, Ellen. Miss Pickerell and the Blue Whale.
Miss Pickerell is at it again. This time she's off to the South Pacific to save the disappearing blue whales.

Kipling, Rudyard. Captains Courageous.
The immortal tale of a rich boy lost at sea and his transformation into a young man.

Grant, Georgett. Boy Overboard!
Peter's wildest dreams come true, he's assigned aboard the freighter San Andres for an 18 day adventure.

Catherall, Arthur. Coral Reef Castaway.
A young man is swept overboard his schooner onto a coral reef islet, and meets up with a guardian of a vast treasure.

Weller, Frances Ward. Boat Song.
While visiting Cape Cod, a boy becomes friends with a bagpiper, and spends many hours listening to his stories.

Spillane, Mickey. Day the Sea Rolled Back
A man and his son lose all hope of finding a sunken treasure until one day a strange thing happens to the sea.

Lawson, Marie A. Strange Sea Stories.
Enchanted tales of the sea that have been handed down through time.

Kraske, Robert. Sea Robbers.
Fast paced adventure of two brothers kidnapped by pirates.

Catherall, Arthur. Lost Off the Grand Banks.
Two boys, lost at sea, pull off a daring rescue of an injured sea captain and a Navy submarine snarled by an iceberg.

Crayder, Dorothy. She, the Adventuress.
Maggie, otherwise known as "She, the Adventuress", spends "ten whole days on a ship" going to Italy.

Buck, Pearl S. The Big Wave and Other Stories.
The title story is a heart warming adventure of two Japanese boys living in a fishing village, who learn to overcome their fear of the sea.

Kennedy, Richard. Amy's Eyes.
Amy's doll turns into a sea captain and Amy turns into a doll - off they go in search of treasure with a crew of wild animals.

Zaidenberg, Arthur. How To Draw Ships and Trains, Cars and Airplanes.

FILMS: Captain Silas. Yellow Bison, 1977. Available from the State Library. 14 min.
Imaginative, original animation showing a peanut who goes to sea in a shoe.

Eighteen Footers. Southerby Productions. Available from the State Library. 20 min.
Introduction to the popular and exhilarating sport of sailing with a brief history of the vessel.

GAME: Costume relay*

Materials: Two cloth bags (sailor's duffle bag) filled with pirate gear: 2 boots, bandana, eye patch, baggy pants, sash, sword, big, long sleeved shirt, vest, 1 gold earring.

Directions: Divide into 2 teams. A captain is picked for each team. Each team member dresses up, runs up to captain, says "reporting for duty," salutes, runs back and undresses. Team finishing first wins.

*Material from the book A Calendar of Parties by Jack B. and Edith Fellows

ACTIVITY: Set sail on your own pirate ship. Use How To Draw Ships and Trains, Cars and Airplanes by Arthur Zaidenberg to get started.

THEME: Terror-ble Treasure: Scarey Stories To Tell By Candlelight

AGE RANGE: Grades 4-6

BOOKS:

Bang, Molly. The Gobblins Giggle and Other Stories,
"Mary Culhane and the Dead Man."
Wiley and the Hairy Man.
Hoke, Helen. (Many anthologies by this author on subject).
Leach, Maria. The Thing at the Foot of the Bed and Other Scarey Tales.
MacDonald, Margaret. Twenty Tellable Tales, "Mr. Fox."
Schwartz, Alvin. In a Dark, Dark Room.
More Scarey Stories To Tell in the Dark.
Scarey Stories To Tell in the Dark.
Tashjian, Virginia. Juba This and Juba That,
"The Dark House,"
"The Hobyahs,"
"The Yellow Ribbon."

POEMS:

Prelutsky, Jack. Nightmares: Poems To Trouble Your Sleep.
Silverstein, Shel. Where the Sidewalk Ends, p. 130.

"The Worst"

When singing songs of scariness,
Of bloodiness and hairyness,
I feel obligated at this moment to remind you
Of the most ferocious beast of all:
Three thousand pounds and nine feet tall--
The Glurpy Slurpy Skakagrall--
Who's standing right behind you.

From Where the Sidewalk Ends, copyright (c) 1974 by Shel Silverstein. Harper & Row, Publishers, Inc.

RECORDINGS:

The Folktellers. Chillers. (Connie Reagan and Barbara Freeman.) 1983, Mama-T Artists, Asheville, NC. 1 sound disc or cassette - 38 min.

Graveyard Tales. Recorded at The National Storytelling Festival in Jonesborough, TN. 1984, National Association for the Preservation and Perpetuation of Storytelling, Jonesborough, TN. On record or cassette - 43 min.

Recordings available through Educational Record Center, Building 400, Suite 400, 1575 Northside Dr. NW, Atlanta, GA 30318, 404-352-8282.

FILMS:

James Thurber's the Night the Ghost Got In. 16 min. el,a
The Monkey's Paw. 19 min. jh,a
Teeny-Tiny and the Witch Woman. 14 min. el,jh
Winter of the Witch. 26 min. p,el
Witch Who Was Afraid of Witches. 12 min. p,el
The Ghost Belonged to Me. 11 min. el,jh
The Ghost of Thomas Kempe. 48 min. jh,sh
Something Wicked This Way Comes. 31 min. jh,a
There's a Nightmare In My Closet. 14 min. p,el
Watcher In the Woods. 25 min. jh,a

IDEAS: The more atmosphere you can lend your program, the more the children love it!

1. Tell the stories with the lights off and all light sources sealed with heavy paper. Use a lighted candle or flashlight highlight the storyteller.
2. The storyteller might like to dress up in an exotic costume (or in black) and become a mysterious guest, relating frightening tales! Complete the disguise with an accent if it comes easily to the storyteller.
3. Allow the children to gather outside of the storyhour room until it is program time. Then dramatically lead them into the darkened (and decorated?) room. Play ghostly music and sound effects as the children are waiting for the program to begin.

SUGGESTIONS: **Prominently advertise the beginning time for the program and that late arrivals will not be admitted. The distractions these late arrivals cause can ruin the atmosphere you have worked hard to achieve. Sample announcements:

TERROR-BLE TREASURE
Scarey Stories by Candlelight!

Arrive early--the chamber doors
automatically lock at 2:00.
There can be no late admittance!

**An entire program of storytelling is great! If, however, you wish to show films, make crafts, etc. after the stories, the storyteller can say her farewells and exit with her candle. When she is gone, another librarian can turn on the lights and continue with the program. This allows you to finish your scarey storytime without losing the mood created by the storyteller.

**The storyteller can identify an adult "friend" to the children before entering the storyhour room. Any children wishing to leave during the storytime may do so and the adult "friend" will give assistance to these children. The children will feel secure knowing they are "safe" and that they can leave if they become afraid.

STORIES:

· *ME TIE DOUGH-TY WALKER!* ·

There was a haunted house where every night a bloody head fell down the chimney. At least that's what people said. So nobody would stay there overnight.

Then a rich man offered two hundred dollars to whoever would do it. And this boy said he would try if he could have his dog with him. So it was all settled.

The very next night the boy went to the house with his dog. To make it more cheerful, he started a fire in the fireplace. Then he sat in front of the fire and waited, and his dog waited with him.

For a while nothing happened. But a little after midnight he heard someone singing softly and sadly off in the woods. The singing sounded something like this:

"Me tie dough-ty walker!"

"It's just somebody singing," the boy told himself, but he was frightened.

Then his dog answered the song! Softly and sadly, it sang:

"Lynchee kinchy colly molly dingo dingo!"

The boy could not believe his ears. His dog had never uttered a word before. Then a few minutes later, he heard the singing again. Now it was closer and louder, but the words were the same:

"Me tie dough-ty walker!"

This time the boy tried to stop his dog from answering. He was afraid that whoever was singing would hear it and come after them.

But his dog paid no attention, and again it sang:

"Lynchee kinchy colly molly dingo dingo!"

A half-hour later the boy heard the singing again. Now it was in the back yard, and the song was the same:

"Me tie dough-ty walker!"

Again the boy tried to keep his dog quiet. But the dog sang out louder than ever:

"Lynchee kinchy colly molly dingo dingo!"

Soon the boy heard the singing again. Now it was coming down the chimney:

"Me tie dough-ty walker!"

The dog sang right back:

"Lynchee kinchy colly molly dingo dingo!"

Suddenly a bloody head fell out of the chimney. It missed the fire and landed right next to the dog. The dog took one look and fell over—dead from fright.

The head turned and stared at the boy. Slowly it opened its mouth, and—

(Turn to one of your friends and scream:)

"AAAAAAAAAAAH!"

From Scarey Stories To Tell In the Dark by Alvin Schwartz. Text (c) 1981 by Alvin Schwartz. Illustrations (c) 1981 by Stephen Gammel. All rights reserved. Harper & Row Publishers, Inc.

· CLINKITY-CLINK ·

An old lady got sick and died. She had no family and no close friends. So the neighbors got a gravedigger to dig a grave for her. And they had a coffin made, and they placed it in her living room. As was the tradition, they washed her body and dressed her up in her best clothes and put her in the coffin.

When she died her eyes were wide open, staring at everything and seeing nothing. The neighbors found two old silver dollars on her dresser, and they put them on her eyelids to keep them closed.

They lit candles and sat up with her so that she would not be too lonely on that first night that she was dead. The next morning a preacher came and said a prayer for her. Then everybody went home.

Later the gravedigger arrived to take her to the cemetery and bury her. He stared at the silver dollars on her eyes, and he picked them up. How shiny and smooth they were! How thick and heavy! "They're beautiful," he thought, "just beautiful."

He looked at the dead woman. With her eyes wide open, he felt she was staring at him, watching him hold her coins. It gave him a creepy feeling. He put the coins back on those eyes of hers to keep them closed.

But before he knew it, his hands reached out again and grabbed the coins and stuck them in his pocket. Then he grabbed a hammer and quickly nailed shut the lid on the coffin.

"Now you can't see anything!" he said to her. Then he took her out to the cemetery, and he buried her as fast as he could.

When the gravedigger got home, he put the two silver dollars in a tin box and shook it. The coins made a cheerful rattling sound, but the gravedigger wasn't feeling cheerful. He couldn't forget those eyes looking at him.

When it got dark, a storm came up, and the wind started blowing. It blew all around the house. It came in through the cracks and around the windows, and down the chimney.

BUZ-OOOOOO-O-O-O! it went. *Bizee, bizee, BUZ-OOOOOO-O-O-O!* The fire flared and flickered.

The gravedigger threw some fresh wood on the fire, got into bed, and pulled the blankets up to his chin.

The wind kept blowing. *BUZ-OOOOOO-O-O-O!* it went. *Bizee, bizee, BUZ-OOOOOO-O-O-O!* The fire flared and flickered and cast evil-looking shadows on the walls.

The gravedigger lay there thinking about the dead woman's eyes staring at him. The wind blew stronger and louder, and the fire flared and flickered, and popped and snapped, and he got more and more scared.

Suddenly he heard another sound. *Clinkity-clink, clinkity-clink,* it went. *Clinkity-clink, clinkity-clink.* It was the silver dollars rattling in the tin box.

"Hey!" the gravedigger shouted. "Who's taking my money?"

But all he heard was the wind blowing, *Bizee, bizee, BUZ-OOOOOO-O-O-O!* and the flames flaring and flickering, and snapping and popping, and the coins going *Clinkity-clink, clinkity-clink.*

He leaped out of bed and chained up the door. Then he hurried back. But his head had barely touched the pillow when he heard, *Clinkity-clink, clinkity-clink.*

Then he heard something way off in the distance. It was a voice crying, "Where is my money? Who's got my money? Whoooo? Whoooo?"

And the wind blew *Bizee, bizee, BUZ-OOOOOO-O-O-O!* And the fire flared and flickered and snapped and popped, and the money went *Clinkity-clink, clinkity-clink.*

The gravedigger was really scared. He got out of bed again and piled all the furniture against the door, and he put a heavy iron skillet over the tin box. Then he jumped back into bed and covered his head with the blankets.

But the money rattled louder than ever, and way off a voice cried, "Give me my money! Who's got my money! Whoooo? Whoooo?" And the wind blew and the fire flared and flickered and snapped and popped, and the gravedigger shivered and shook and cried, "Oh, Lordy, Lordy!"

Suddenly the front door flew open, and in walked the ghost of the dead woman with her eyes wide open, staring at everything and seeing nothing. And the wind blew *Bizee, bizee, BUZ-OOOOOO-O-O-O!* and the money went *Clinkity-clink, clinkity-clink,* and the fire flared and flickered and snapped and popped, and the ghost of the dead woman cried, "Oh, where is my money? Who's got my money? Whoooo? Whoooo?" And the gravedigger moaned, "Oh, Lordy, Lordy!"

The ghost could hear her money going *Clinkity-clink, clinkity-clink,* in the tin box. But her dead eyes couldn't see the box. So she reached out with her arms and tried to find it.

(As you tell the story, stand up with your arms in front of you and begin groping around you.)

The wind went *Bizee, bizee, BUZ-OOOOOO-O-O-O!* and the money rattled, *Clinkity-clink, clinkity-clink!* and the fire flared and flickered and snapped and popped, and the gravedigger shivered and shook and moaned, "Oh, Lordy, Lordy!" And the woman cried, "Give me my money! Who's got my money? Whoooo? Whoooo?"

(Now quickly jump at somebody in the audience and scream:)

YOU'VE GOT IT!

From More Scarey Stories To Tell In the Dark by Alvin Schwartz.

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THEME: Track The Treasure

AGE RANGE: Grades 4-6

BOOKS:

Hayes, Barbara. Ali Baba.
A poor woodcutter discovers the hidden riches of 40 thieves, survives great danger and makes his whole family rich and happy.

Hayes, Barbara. Sinbad.
Sinbad survives when his ship is destroyed by giant Rocs, and by his cleverness wins his way back from a remote island to his own home.

McWilliams, Kare. Pirates, "Blackbeard" p. 34.
Describes the ships, social conditions, rules and behavior of such famous pirates as Blackbeard, Samuel Bellamy, and the female pirates Mary Read and Anne Bonny.

FILMS:

20,000 Leagues Under the Sea. 27 min. el, jh (Available from LSL)

Jack and the Beanstalk. 16 min. el, jh (Available from LSL)

VIDEOS:

Digging Up Dinosaurs. (Reading Rainbow Series) (Available from Library Video Company, S & W Distributors, Inc. Greensboro, N.C.)

Pre-Historic Animals, Reptiles and Amphibians. (Available from Tell Me Why, Marina Del Rey, CA)

ACTIVITIES: Game: "Track the Treasure", p. 15-17 National Geographic World V 135 November, 1986.

OTHER BOOKS:

Baker, Elizabeth. Treasures of Rattlesnake Hill.

Bellairs, John. The Treasure of Alpheus Winterborn.

Bougere, Marguerite B. (ed.) Louisiana Stories for Boys and Girls.

Long, Jack. The Sunken Treasure.

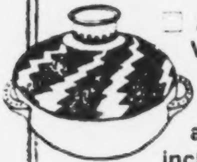
Orton, Helen F. The Treasure in the Little Trunk.

Track the Treasure

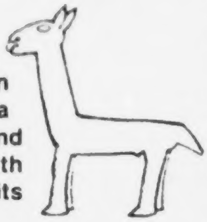
All around the world, archaeologists (ar-kee-AH-luh-jists) are at work. Archaeologists are scientists who learn about the past by studying plants, bones, and objects left behind by people who lived long ago.

You might say that archaeologists are treasure hunters. Yet the treasures they seek are not always what you might expect. They sometimes do find beautiful objects made of gold or precious stones, but they are just as happy with pieces of pottery or bits of bone. The value of these treasures lies in what they can teach us about people of the past.

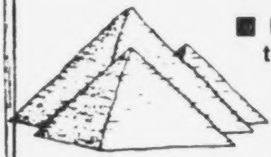
The game on the following pages will give you a chance to try your luck at archaeological investigation. As you move around the board, you'll search for six treasures.



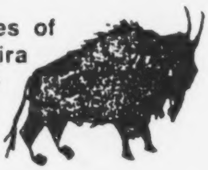
☐ A graceful pot sat on a ledge at Mesa Verde, in Colorado, where centuries ago Indians built homes on the flat mesa top and in the cliffs. Suddenly, the Indians moved, leaving many things behind, including the pot.



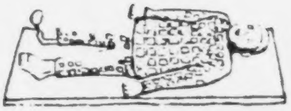
☐ A small gold statue of a llama was among the items placed in an Inca tomb in Peru. The Incas built a large empire that stretched up and down much of the west coast of South America. The empire reached its height about 450 years ago.



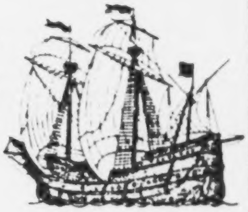
■ Egypt's ancient pyramids contain many mysterious rooms and narrow passageways that still puzzle archaeologists. How were these spaces used? No one knows.



☐ Early hunters painted pictures of animals on the walls of Altamira cave, in northern Spain. More than 30,000 years later, lifelike bison, boars, and deer still run across the cave walls.



☐ When Princess Dou Wan died in China about 2,000 years ago, people covered her body with a suit of jade, a hard gemstone. Then they buried her in a tomb near the capital, Beijing. The Chinese thought jade would preserve the body forever. It didn't, but the suit survives.



☐ More than 350 years ago, a Spanish ship—the *Atocha*—sank in a storm off the coast of Florida. The ship held treasure now worth millions.

GAME DIRECTIONS

Object: To be the first to travel from START to FINISH, stopping at all six treasure sites.

Things you will need

One of a pair of dice, called a die, or a spinner marked one through six

Coins or other objects to mark your places

A piece of paper and a pencil for each player

How to play

Place your coins on the square marked START. Roll or spin to see who goes first. The first player rolls or spins to find out how many squares to move. You may move up, down, or sideways, but not diagonally. You may change direction at any time during your turn. You cannot stop at a treasure site unless you roll the exact number needed to land there.

Take turns moving until one player reaches a treasure site. That player writes the name of the treasure on the score sheet and gets an extra turn.

Players do not have to visit the treasure sites in any particular order. If a player lands on a square occupied by another player, the newly arrived player sends the other player back to START.

You must roll the exact number to land on FINISH—and win the game.

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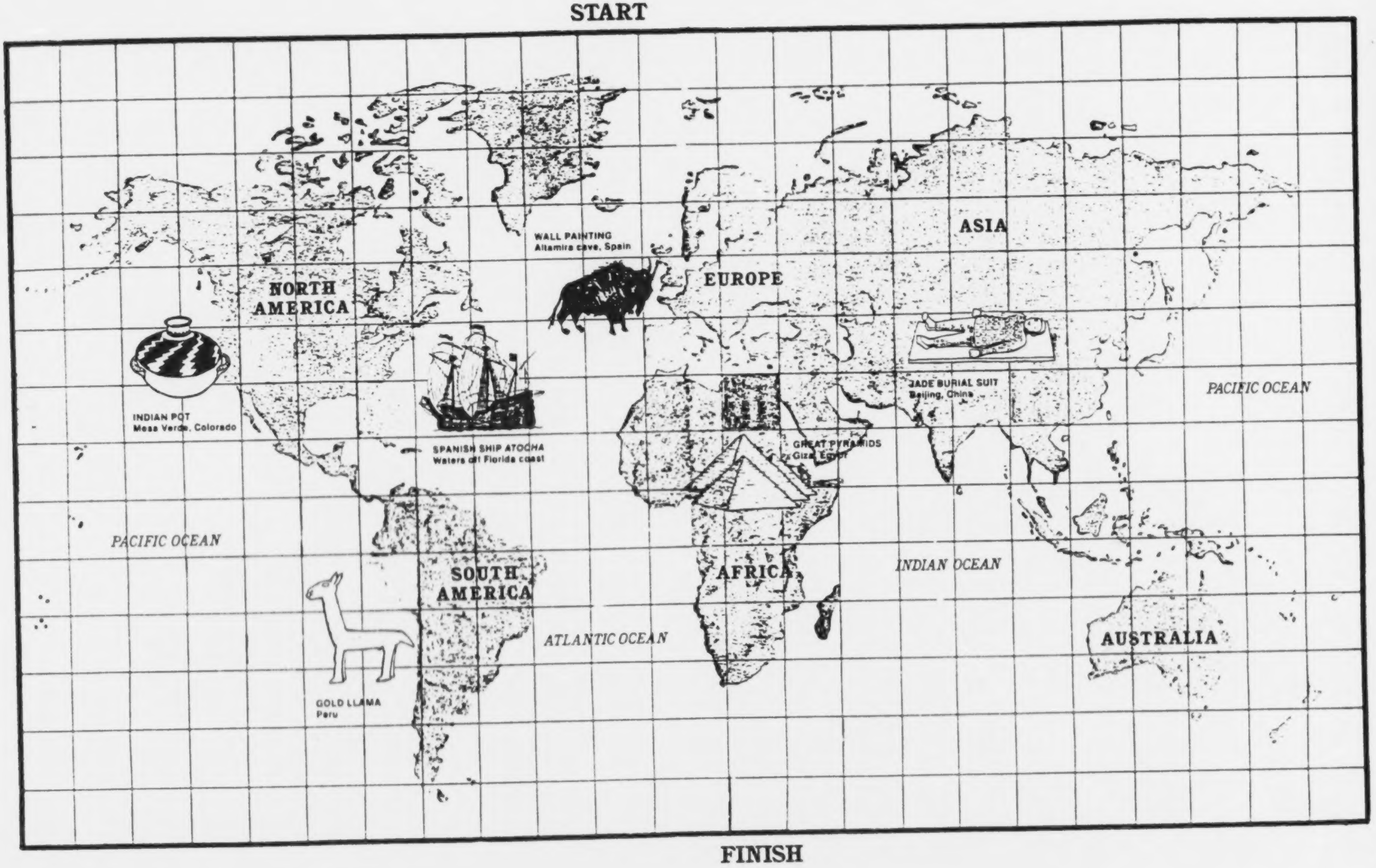
START
WALL PAINTING
Altamira cave, Spain
NORTH AMERICA
EUROPE
ASIA
INDIAN POT
Mesa Verde, Colorado
SPANISH SHIP ATOCHA
Waters off Florida coast
GREAT PYRAMIDS
Giza, Egypt
JADE BURIAL SUIT
Beijing, China
PACIFIC OCEAN
PACIFIC OCEAN
SOUTH AMERICA
AFRICA
INDIAN OCEAN
ATLANTIC OCEAN
AUSTRALIA
GOLD LLAMA
Peru
FINISH

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THEME: Treasure Hunting

AGE RANGE: 8 - 12 years old

BOOKS: Tales From the Arabian Nights. Adapted by Elizabeth Gille; translated from the French by Merle S. Haas.

Contains stories about three Middle Eastern treasure hunters: Ali Baba, Aladdin and Sinbad the Sailor. Stories may be read or told or presented as puppet shows or flannel board stories.

Real Fairies and Other Tales. Illustrated by Jane Launchbury.

Includes story: "Hobbledy Hoe and the Hidden Treasure" which tells how a maid servant and a little elf find a treasure that has been missing for over a hundred years.

Bammen, Henry. Sacred Well of Sacrifice.

Mark and Rich explore the ruins of the old Mayan city of Toloc and search the dark and muddy waters of the sacred well of sacrifice for treasure.

Johnson, Mary Parke. The Keris Emerald.

A love-lorn young man encounters a wise old man, a snow leopard under a spell, and a Keris (snow-sprite) in his hunt for a magic emerald.

Glubok, Shirley. Discovering Tut-Ankh-Amon's Tomb.

Details the finding and clearing of King Tut's tomb.

FILM: Treasure of the Grotoceane. National Film Board of Canada. Available from the State Library. 16 min.

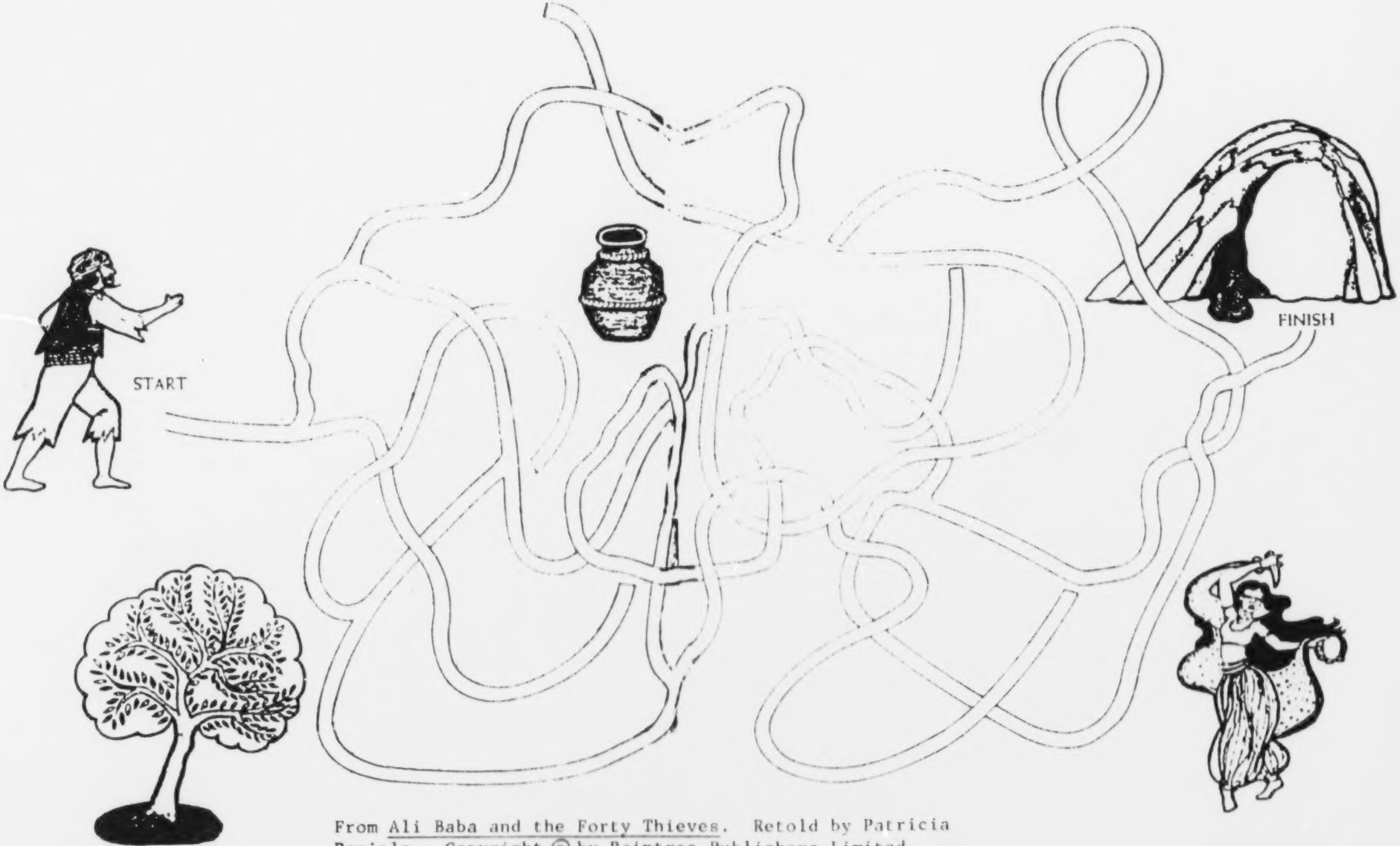
Octopus-like puppets cut out of foam rubber are the central characters in this underwater treasure hunt.

ACTIVITY: Draw your treasure.

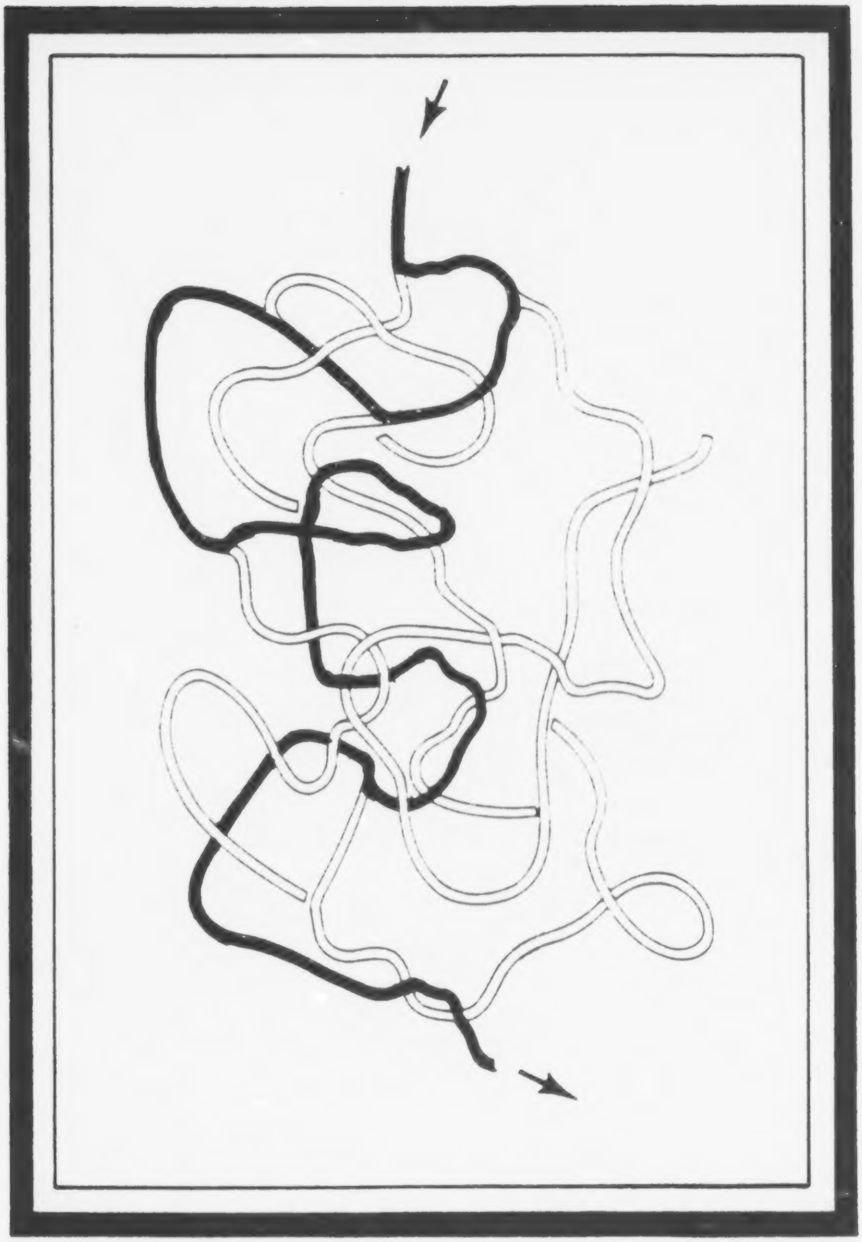
1. Distribute blank paper and crayons.
2. Remind children of different kinds of hidden treasure chests of pirate loot; a trove of silks and jewels hidden by thieves in a cave; South American Indian treasure; Egyptian royal treasure; and magic jewels and lamps.
3. Have the children draw the hidden treasure they would like to hunt.
4. Can do at the library or take home; can do individually or as a group mural.

HANDOUT: Ali Baba Maze

GAME: Treasure Hunt from Goodhousekeeping Party Book, p. 258, Dorothy Marsh, editor. New York, NY : Harper, 1958.



From *Ali Baba and the Forty Thieves*. Retold by Patricia Daniels. Copyright © by Raintree Publishers Limited Partnership.



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THEME: Treasure of Friends

AGE RANGE: Non-Graded

BOOKS: Saari, Kaye. The Kidnapping of the Coffee Pot.
Crump, Fred Jr. Marigold and the Dragon.

POEMS: Moncure, Jane Belk. Rhyme Me a Rhyme.

FINGERPLAYS: Two Cozy Homes.

STRING BOARD STORY: Friends in the Park.

PLAY: Three Plump Fish.

PAPER STORY: Joey Finds a Friend.

SONGS: Love.
I'm a Little Coffeepot (Sung to the traditional "I'm a Little Teapot")
The More We Get Together.
Are You Smiling.

ACTIVITIES: Foil Friendship Ring.
Friendship Tree.

FILMS: Frog and Toad Are Friends. 17 min. p,el (Available through LSL)
Frog and Toad Together. 16 min. p,el (Available through LSL)
Little Blue and Little Yellow. 10 min. p,el (Available through LSL)
Wilbur's Story. 15 min. gen. (Available through LSL)

HANDOUTS: Two coloring sheets: Coffeepot
Marigold and the Dragon

OTHER BOOKS: Balian, Lorna. Sometimes It's Turkey, Sometimes It's Feathers.
DeRegniers, Beatrice Schenk. May I Bring a Friend?
Delton, Judy. Two Good Friends.
Ets, Marie Hall. Play With Me.
Hallinan, P. K. That's What a Friend Is.
Heide, Florence Parry. That's What Friends Are For.
Kraus, Robert. Three Friends.
Lipkind, William. Finders Keepers.
Marshall, James. George and Martha.

OTHER BOOKS, CONT'D: Marshall, James. George and Martha.

Marshall, James. The Guest.

Poulet, Virginia. Blue Bug Finds a Friend.

Moncure, Jane Belk. Rhyme Me a Rhyme.

RHYME ME A RHYME

by

Jane Belk Moncure

(This is the text of Ms. Moncure's book RHYME ME A RHYME. It is delightful as a poem, flannel board story, or to read from the book.)

"One morning in May, a sweet little goat
went sailing away in her own little boat.
But the boat did not float. The goat lost her coat.
Poor goat developed a very sore throat.

'You must stay in bed!' the goat doctor said.

So her friends came to visit her, one at a time.
To cheer her up each one brought her a rhyme.

The fox brought her something in a box.
'Is this a tie or two pairs of socks?' asked the fox.
Goat answered, 'Socks! Thank you, Fox.'

The cat brought her something in a hat.
'Is it a bird, or a ball and a bat?', asked the cat.
'A ball and a bat in a hat!', said the goat. 'Thank
you, Cat.'

Five butterflies brought a small surprise. 'Close
your eyes,' said the butterflies. 'Is this a book
or a strawberry pie?', asked a butterfly.

(What do you think the good goat said? Make a guess.
Figure it out in your head.)

Two kangaroos jumped up the stairs. 'We brought you
things that come in pairs. Two pairs of gloves or
two pairs of shoes?', asked the kangaroos.

(What is the answer, gloves or shoes? Which was the
gift of the kangaroos?)

The ape brought a package to the goat. 'Here's some-
thing to wear when you sail in your boat. Is it a
scarf or a lovely cape?', asked the ape.

(You know. Isn't that so?)

Brown Bear also gave her something to wear. 'Is it
a dress or a bow for your hair?', asked Bear.

From Rhyme Me a Rhyme, by Jane Belk Moncure. Copyright (c) 1976 The Child's World, Inc., Elgin, IL. Reprinted with the permission of the publisher.

Bunny gave goat something funny. 'Is this a balloon or a bank full of money?', asked Bunny.

'Great!' said the goat. 'I can buy a new boat.' She quickly got over her bad sore throat.

She bought a new boat, one that would float. She wrote each friend a little note.

'Thank you for rhyming me a rhyme. Come sailing with me anytime!'

When she sailed with the fox, she wore her ______(socks.)

When she sailed with the cat, she wore her ______(hat) and took her ____________________(ball and bat.)

When she sailed with the kangaroos, she wore her________ (shoes.)

When she sailed with the ape, she wore her _______(cape.)

When she sailed with the bear, she wore a bow in her _______(hair.)

When she sailed with butterflies, she made more strawberry ______(pies.)

Then the goat had a wonderful new idea.

'If my friends will rhyme me another rhyme, I will have a party, anytime!'

So the goat gave a party. My, what a treat!
Guess what! There is one empty seat.

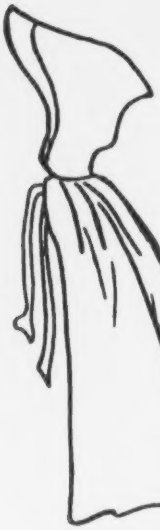
The seat is for you. Goat says, 'Rhyme me a rhyme. Join my party anytime!"

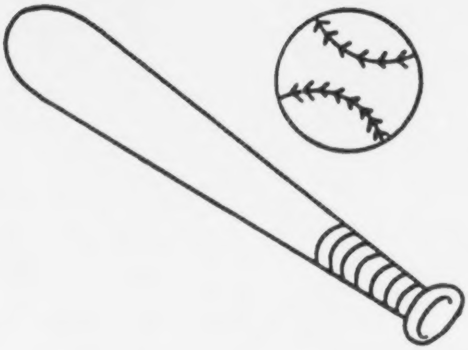
____

____

____

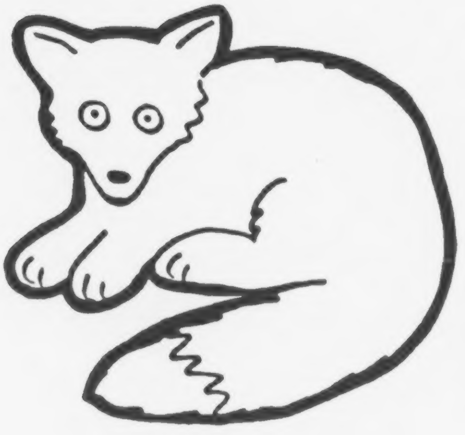
____

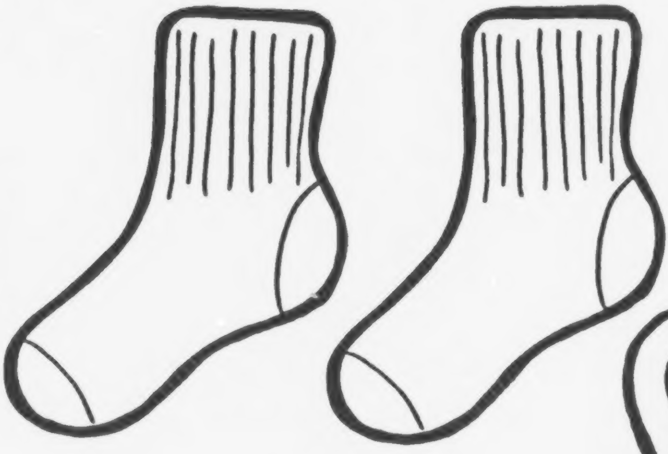


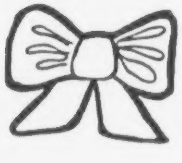


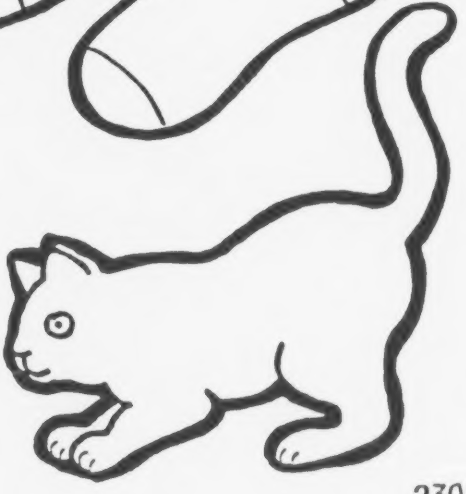
Cape is original.

Bat and Ball taken from Favorite Things Coloring Book. Copyright (c) 1983. Used by Permission of Merrigold Press.

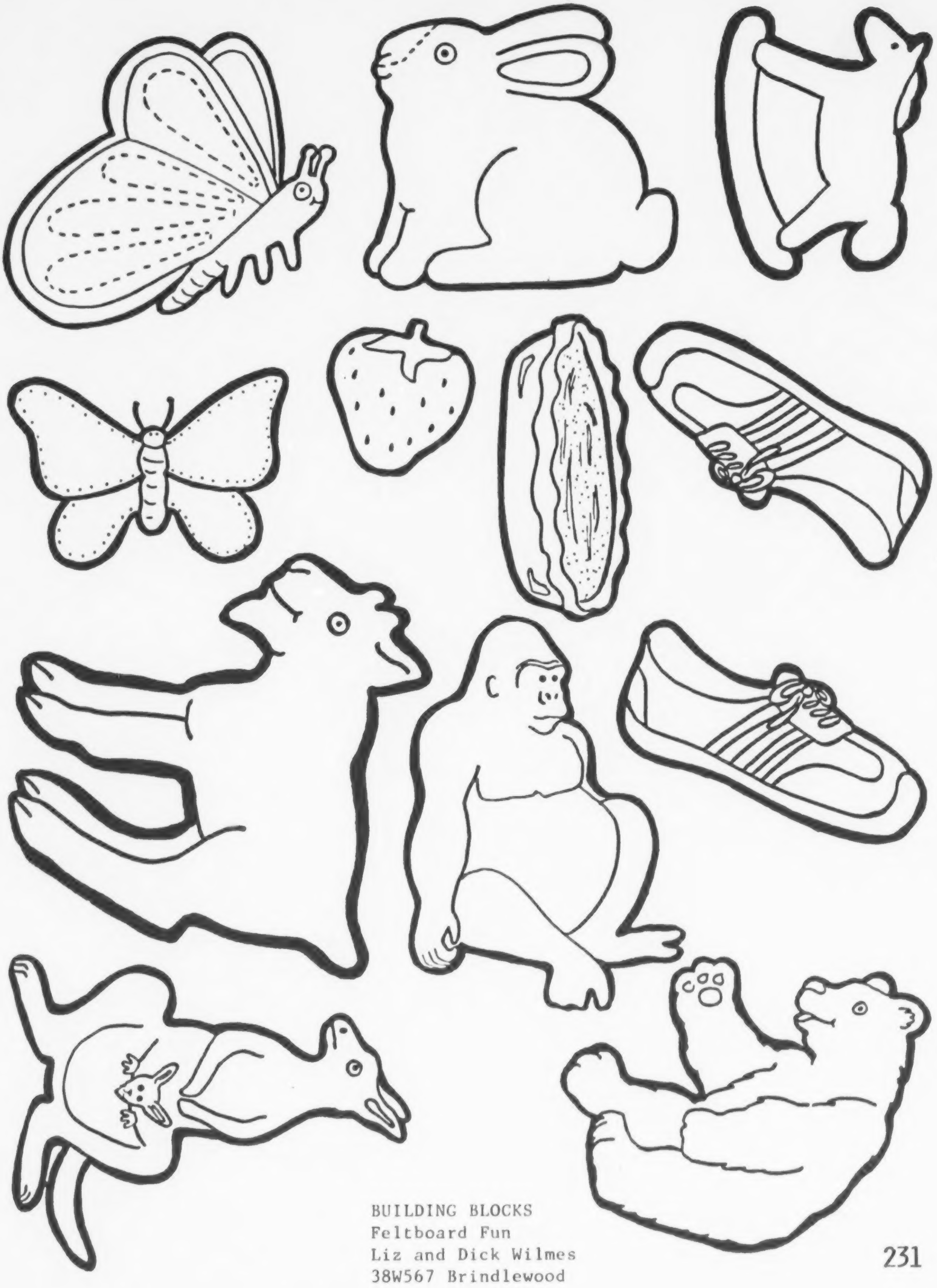








BUILDING BLOCKS
Feltboard Fun
Liz and Dick Wilmes
38W567 Brindlewood
Elgin, IL 60123



BUILDING BLOCKS
Feltboard Fun
Liz and Dick Wilmes
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FINGERPLAY:

TWO COZY HOMES

Two cozy homes	
Stand upon a hill.	(Put fists on table.)
Here lives Jack.	(Lift and then lower left fist.)
Here lives Jill.	(Lift and then lower right fist.)
When they've had breakfast	
They go out to play.	(Extend two forefingers.)
They run	(Move extended fingers rapidly.)
They jump	(Lift and lower arms.)
And they swing all day.	(Swing arms back and forth.)
Then the sun goes down	
They go in to stay.	(Rest fists on table.)
Here rests Jack.	(Lift and lower left fist.)
Here rests Jill.	(Lift and lower right fist.)
Everything is quiet	
Upon the little hill.	(Fold hands on table.)

Taken from LISTEN! AND HELP TELL THE STORY by Bernice Wells Carlson. Reprinted with permission from Abingdon Press, New York, NY. Copyright © 1965.

STRING BOARD STORY: FRIENDS IN THE PARK

(Read the instructions for making and using a string board. Duplicate and cut out the figures of the girl, dog and cat. Glue the figures to oval pieces of tagboard, and tape a thread to the back side of each one. Place in sequence, the girl, the dog, and the cat in their respective pockets. On the string board, level 1 is in the pocket, level 2 is near the center, and level 3 is near the top. Follow the directions for pulling the string.)

One sunny day, a girl went to the park to play. (Slowly pull the girl to level 3.) But there were no children to play with, so the girl sat on a bench and took a package of cookies from her pocket. (Lower girl to level 2.)

Then a dog came to the park to play. (Slowly pull dog to level 3.) But there were no dogs in the park to play with, so the dog lay down on the cool grass. (Lower dog to level 2.)

The girl watched the dog and munched on her cookie. (Wriggle girl's string.) Next a cat came to the park to play.(Slowly pull the cat to level 3.) But there were no cats to play with, so the cat stretched out in the warm sun. (Lower cat to level 2.)

The girl watched the cat and munched on her cookie. (Wiggle girl's string.) Then the girl stood up. (Pull girl to level 3.)

"Hey, dog," she called as she held out a cookie.

The dog came and ate the cookie. (Move dog to level 3.) The dog licked the girl's hand and the girl patted the dog's head.

"Hey, cat," the girl called as she held out another cookie.

The cat came and ate the cookie. (Move cat to level 3.) The cat rubbed against the girl's leg. The girl stroked the cat's back.

Then the girl ran through the park. (Move girl up and down, stopping at level 2.) The dog ran after the girl. (Move dog up and down, stopping at level 2.) The cat ran after the dog. (Move cat up and down, stopping at level 2.

When they came to the fence, the cat ran back. (Move cat to level 3.) The dog ran after the cat. (Move dog to level 3.) And the girl ran after the dog. (Move girl to level 3.)

The girl, the dog, and the cat played until they were tired. Then the girl went home. (Move girl to level 1.) The dog went home. (Move dog level 1.) And the cat went home. (Move cat to level 1.)

from: Is Your Storytale Dragging?
Jean Stangl
1988 c Fearon Teacher Aids
Simon and Schuster Supplementary
Education Group
P.O. Box 280
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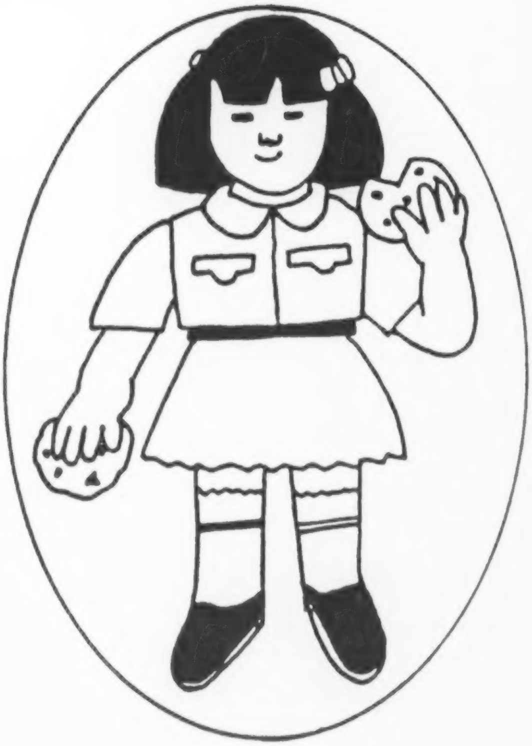
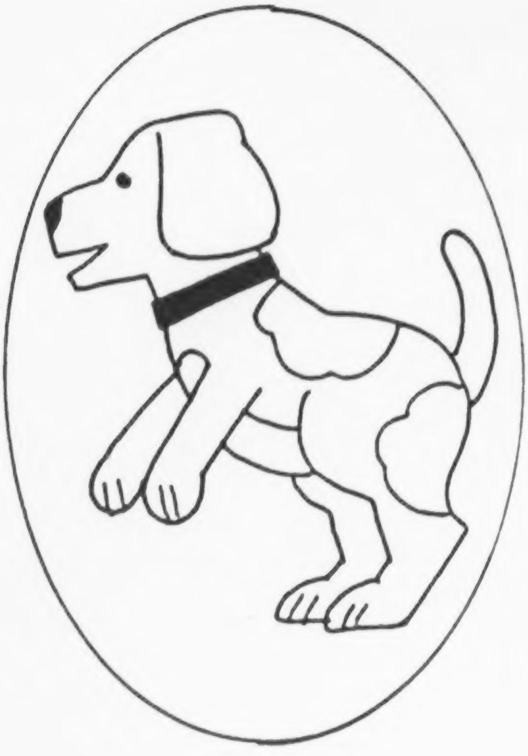


Girl



Dog

From Is Your Storytale
Dragging?, Jean Stangl,
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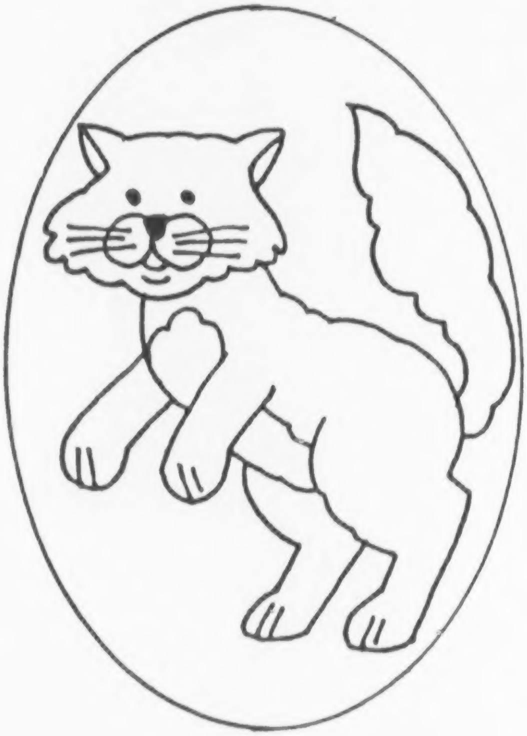
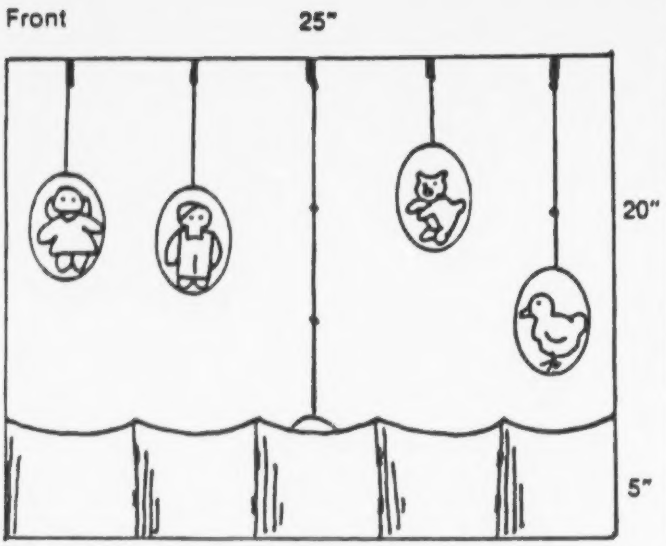
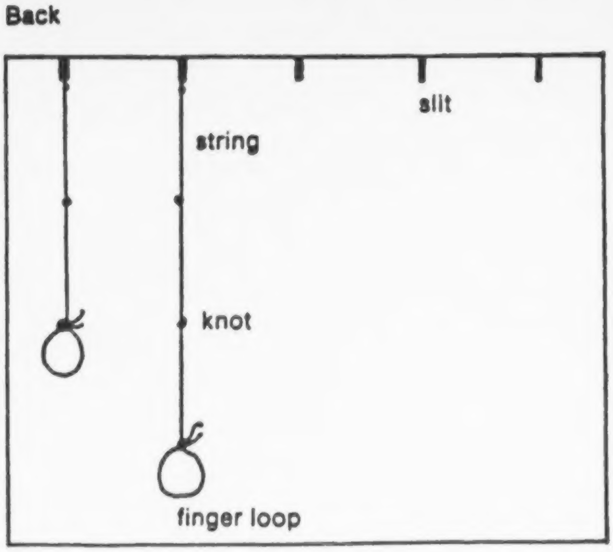
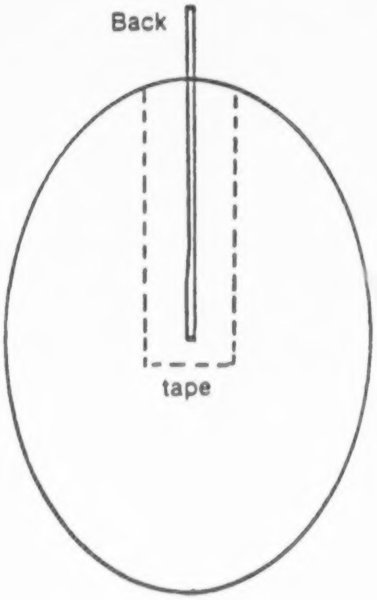


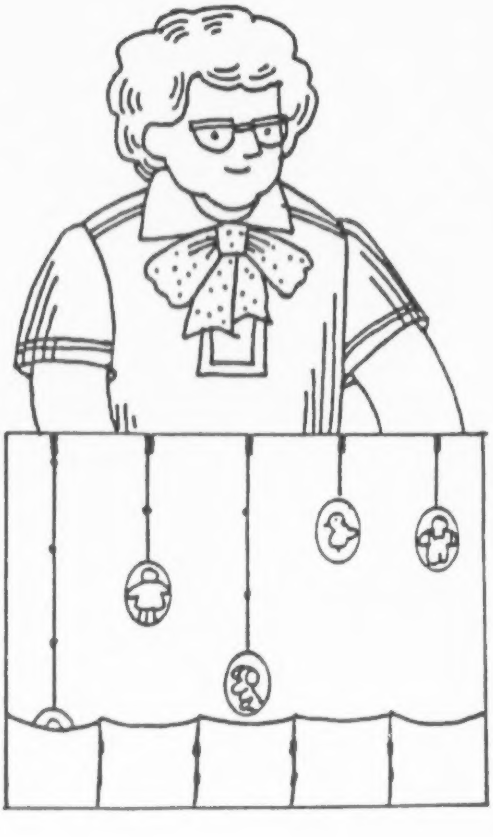
Cat


Front
25"
20"
5"


Back
slit
string
knot
finger loop

BOARD
Staple the 30" × 5" piece of wallpaper across the bottom of the poster board. Divide the paper into five pockets by stapling between the pocket sections. Make sure that the top of the pockets will allow the figures to slide in and out easily. Cover the three stapled edges with plastic tape.





FIGURES
From the tagboard, cut an oval for each figure. Glue story figures to the ovals. Tape the thread lengthwise to the back of each oval as shown. Be sure to center the thread.

String Board Stories

A string board for storytelling consists of a flat backboard with pockets at the bottom to conceal the main figures of the story. Strings are attached to the main figures and draped over the back of the board. To bring illustrated action to the story, the storyteller pulls the strings up and down, stopping at different levels.

Materials

To construct a five-pocket string board and story figures, you will need the following items: scissors; stapler; glue; a sharp knife; tape; one piece of 4" × 15" tagboard for the figures; one 25" × 20" piece of heavy poster board; one 30" × 5" piece of wallpaper or colored butcher paper; five 30" pieces of heavy white thread or fishing line; one 40" piece of colored one-inch plastic tape.

Board

Place the wallpaper across the 25" bottom of the poster board. Staple it loosely across the bottom and along the two sides. Divide the paper into five pockets by stapling between the pocket sections. The opening of the pockets must allow space for the figures to slide in and out. Cover the three stapled edges with colored plastic tape.

Make five small slits across the top of the board, centering each one over a pocket. Depending on your stories, you may wish to make a board with only three or four pockets.

Figures

Story figures can be drawn freehand; made from patterns found in coloring or pattern books; or cut from discarded picture books, magazines, or catalogs. Cut out five 3" × 4" rectangles from tagboard. Round the edges of each piece to form an oval. Trim the story figures and glue them to the tagboard. Tape one end of a thread lengthwise to the center (back side) of each oval (see illustration). The oval shape of the tagboard, with the thread correctly taped, helps to balance the figure and allows it to be pulled smoothly.

Place each figure in a pocket according to its appearance in the story, using a left to right order. Make a hand loop on the other end of each thread. Pull one figure up to the center of the board. Place the thread in the slit. Knot the thread so the knot will catch behind the slit, holding the figure in place. Remove the thread from the slit and pull the figure near the top of the board. Make another knot to hold the figure at this level. Release the thread from the slit before raising or lowering the figure. Prepare each story figure in the same way.

Place the board on an easel, extending several inches above the easel's top. Stand behind the board to operate the strings and tell the story.

One board can be used for all your string board stories. Make a set of figures, with threads attached, for each story. Store each set of figures in a separate envelope.

from: Is Your Storytale Dragging?
Jean Stangl
1988 c Fearon Teacher Aids
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THREE PLUMP FISH

The Story	The Actions
This is an old-fashioned story about a Fisherman and Three Plump Fish. One morning, the Fisherman took his fishing rod and basket, said goodbye to his two Friends, and promised to bring them each a plump Fish home for dinner.	*The Fisherman shakes hands goodbye with his Friends. He walks to the stream, sits down, and drops his line.*
He sat down beside the stream, dropped his line into the cool water, and had not been sitting long when he dozed off.	*He dozes off (snores).*
Suddenly, his line started tugging and a plump little Fish wiggled on the end of it. A greedy Stranger in striped socks was passing by and saw the sleeping Fisherman and his catch. Very stealthily, he tip-toed up and pulled out the plump Fish. He wandered off a little way behind a clump of bushes and lit a fire. How his mouth watered at the thought of the Fish!	*A Fish is hooked and the line wiggles.* *The Stranger sneaks up on tip-toe and grabs the Fish, goes off to light the fire, and cooks the Fish.*
The scene looked like this: One Stranger wearing striped socks cooking a Fish; and One Fisherman fast asleep! Snore . . . snore . . . snore!	*Stranger in striped socks cooks the Fish.* *The Fisherman snores loudly.*
The Stranger in the striped socks had not been gone long when the Fisherman woke up, saw the empty line lying beside him out of the water, and scratched his head in a puzzled sort of way! He threw the line back into the water and dozed off again.	*The Fisherman wakes up and looks at the empty line while scratching his head. He throws the line back into the water and dozes off again (snores).*
Suddenly, the line started tugging and a plump little Fish wiggled on the end. A greedy Stranger wearing green socks was passing by and saw the sleeping Fisherman and his catch. Very stealthily, he tip-toed up and pulled out the plump Fish. He too wandered off a little way behind a clump of bushes and lit a fire. How his mouth watered at the thought of the Fish!	*Once more a Fish is hooked and the line wiggles. The second Stranger sneaks up on tip-toe and grabs the Fish, goes off to light the fire, and cooks the Fish.*

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Now the scene looked like this:

One Stranger wearing striped socks
cooking a Fish;
One Stranger wearing green socks
cooking a Fish; and
One Fisherman fast asleep!
Snore . . . snore . . .
snore!

The Stranger wearing green socks had not been gone long when the Fisherman woke up, saw the empty line lying beside him, and scratched his head in a puzzled sort of way. He threw the line back and dozed off again.

Suddenly, the line started tugging and a ·plump little Fish wiggled on the end. A greedy Stranger wearing bright yellow socks was passing by and saw the sleeping Fisherman and his catch. Very stealthily, he tip-toed up and pulled the plump Fish out of the water. Like the other two Strangers he too wandered off a little way behind a clump of bushes and lit a fire. How his mouth watered at the thought of the Fish!

The scene now looked like this:

One Stranger wearing striped socks
cooking a Fish;
One Stranger wearing green socks
cooking a Fish;
One Stranger wearing yellow socks
cooking a Fish; and
One Fisherman fast asleep!
Snore . . . snore . . .
snore!

The Stranger in yellow socks had not been gone long when the Fisherman woke up again! He scratched his head in a puzzled sort of way. Smelling all the Fish cooking, the Fisherman suddenly had an idea. He tied an enormous rock to the line and dropped it deep, deep into the river. Then he jumped up and down calling, "A Fish, a Fish, the biggest Fish in the world is tugging at my line!"

Well, the three greedy Strangers rushed over and pushed the Fisherman out of the way. How they all tugged

Two Strangers cook their Fish.

The Fisherman snores louder.

The Fisherman wakes up and looks at the empty line while scratching his head. He throws the line back into the water and dozes off again (snores).

Once again a Fish is hooked and the line wiggles. The third Stranger sneaks up on tip-toe and grabs the Fish, goes off to light a fire, and cooks the Fish.

Three Strangers cook their Fish.

The Fisherman snores louder.

The Fisherman wakes up and looks at the empty line while scratching his head. Then he ties a rock to the line and drops it into the water. He jumps up and down.

Three Strangers rush over and push the Fisherman away, then together to pull the Fish out of the water! They pushed and shoved each other so hard that suddenly they all slipped in! While they battled to get out and shouted for help, the sleepy Fisherman picked up his rod, carefully put the three plump Fish in his basket, and sauntered home.

And now the scene looked like this:

One hungry greedy Stranger wringing
out his striped socks;
One hungry greedy Stranger wringing
out his green socks;
One hungry greedy Stranger wringing
out his yellow socks; and
One jolly Fisherman and his two
Friends eating the three plump Fish!

all tug together at the line. They all fall into the water and battle to get out again while the Fisherman gathers up the three Fish, puts them in his basket, then heads on home.

The three Strangers wring out their socks in dismay.

The Fisherman and his two Friends sit down to a jolly fish dinner.

THE END

Puppetmaking

Storyteller's Puppets

To Make Fish Paper Puppets — Print three photocopies of the Fish pattern. Cut out and color the Fish with colored marker pens or crayons. Make each one different by adding stripes, polka dots, scales, and other decorative patterns. Cut a hole out where circle is indicated on each Fish's tail. Lay Fish flat on the floor and bend up the tail along crease line so that the tail stands perpendicular to the floor and can be easily hooked. (An alternate method for catching the Fish is to use a magnet instead of a paper clip hook and attach metal washer or paper clip to tail.)

To Make Fisherman's Mask — Print two copies of the mask pattern. Turn mask sides in opposite directions. Run a very thin line of glue along the center front edge of the Mask and glue the two sides together. Color the Mask with colored marker pens or crayons. Cut out the eye holes and open out the Mask to fit the face. Add a fringed paper or cotton beard, mustache, and hair. Tie a string through punched out small holes in both sides of the mask for attaching to the head.

Children's Puppets

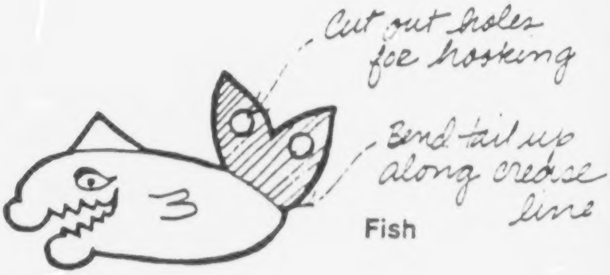
To Make Fish Paper Puppets — Collect a treasure bin of assorted materials, such as scrap fabric, trims, yarn, sequins, stick-on stars and dots, and other items. Have the children make up their own wildly colorful and textured Fish from construction paper. Use coloring medium and the assorted materials for decorating them.

Follow-Up Activities

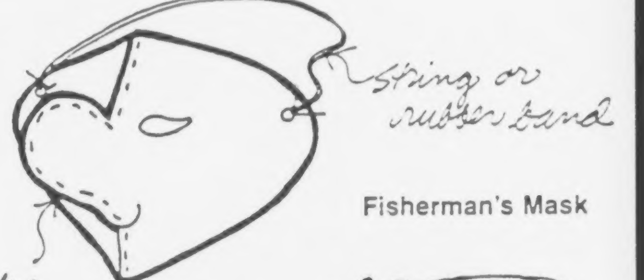
Funny Feet Fishing Festival — Ask all the children to wear their most colorful and gaudy socks. Then have them create their own Paper Fish Puppets and color the topside only. When completed, have them write a funny poem about fishing, a riddle, drawing, or even a fortune suitable for a fisherperson, on the underside of their Fish.

Now, put all of the Fish in the pond, and let the children take turns with the fishing pole catching each other's Fish while wearing their funny socks. (The leader may need to assist young children in the hooking of the Fish.)

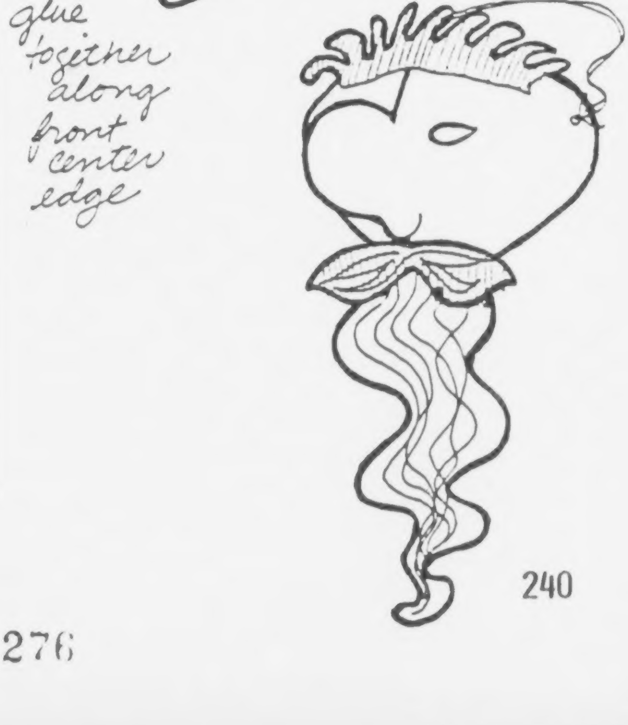
After all the Fish are caught, have the children sit down in a large circle and pretend to have a fish fry in a giant-sized imaginary frying pan. After each Fish is cooked, the children can take turns reading the messages on the back.

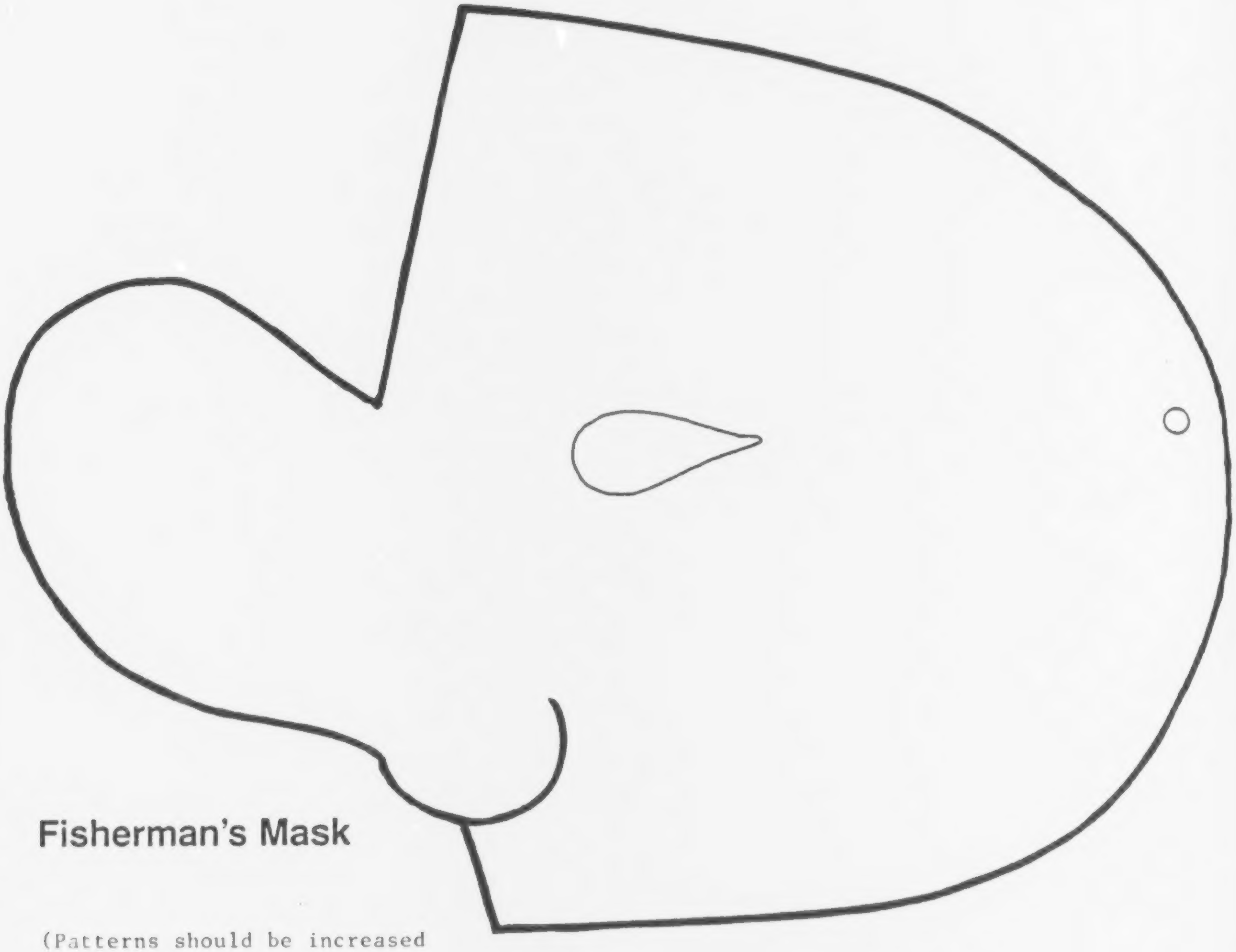

Cut out holes for hooking
Bend tail up along crease line

Fish



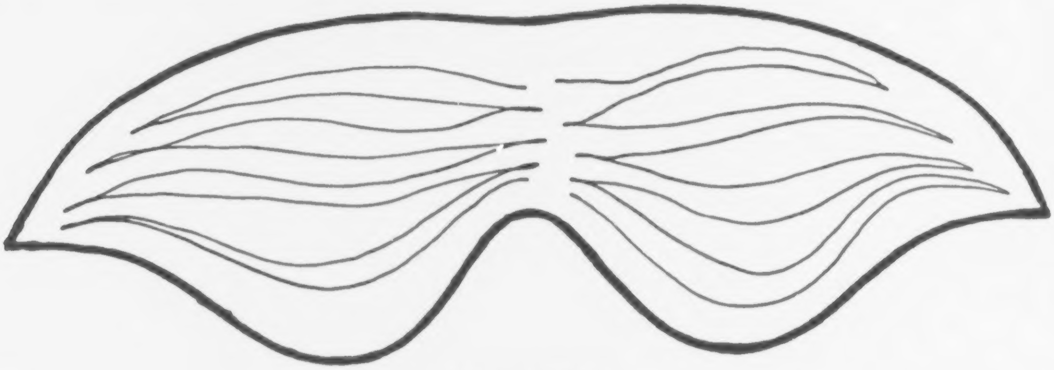
Fisherman's Mask


glue together along front center edge



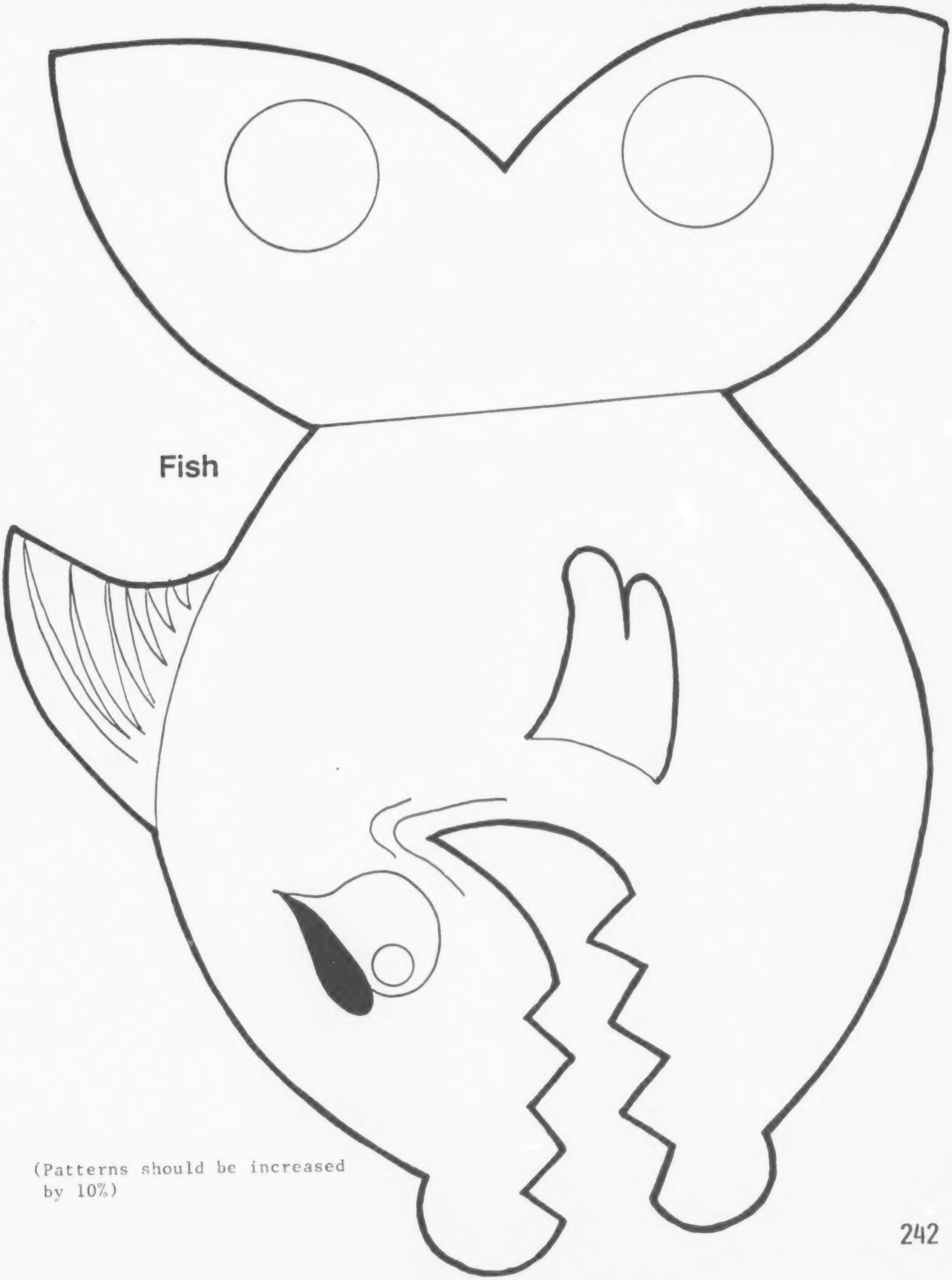
Fisherman's Mask

(Patterns should be increased by 10%)



Mustache

Fish



(Patterns should be increased by 10%)

PAPER STORY: JOEY FINDS A FRIEND

(You will need sharp scissors and one 8½" x 11" sheet of black paper. Trace the folding and cutting lines from the pattern. Fold the paper along the folding line.)

Joey and his parents moved to the country. Joey's father built their house on a high hill. (Cut along the lines from 1 to 2 and from 3 to 4.)

It had two chimneys. (Cut along the lines from 4 to 5, from 6 to 7, and from 8 to 9; don't cut the folds between 5 to 6 nor 7 to 8.)

It had two windows. (Cut out the 2 Xs.) And it had a door. (Cut out the Y.)

Joey liked the new house, but he was lonesome. He walked around and around the house. "Mom," he said, "I wish I had someone to play with."

"Maybe someone lives down the road," said his mother. Joey walked to the end of the road. (Cut from lines 10 to 11.) But he didn't find anyone there.

He slid down the side of the nearby hill. (Cut from 12 to 13.) He didn't find anyone there either. Joey decided to climb up the other side of the hill. (Cut from 13 to 14.)

"Maybe I should go this way," thought Joey. He walked and walked. (Cut from 14 to 15.) It was getting dark, and Joey was tired. He decided to sit down and rest. Then he heard something in the bushes behind him.

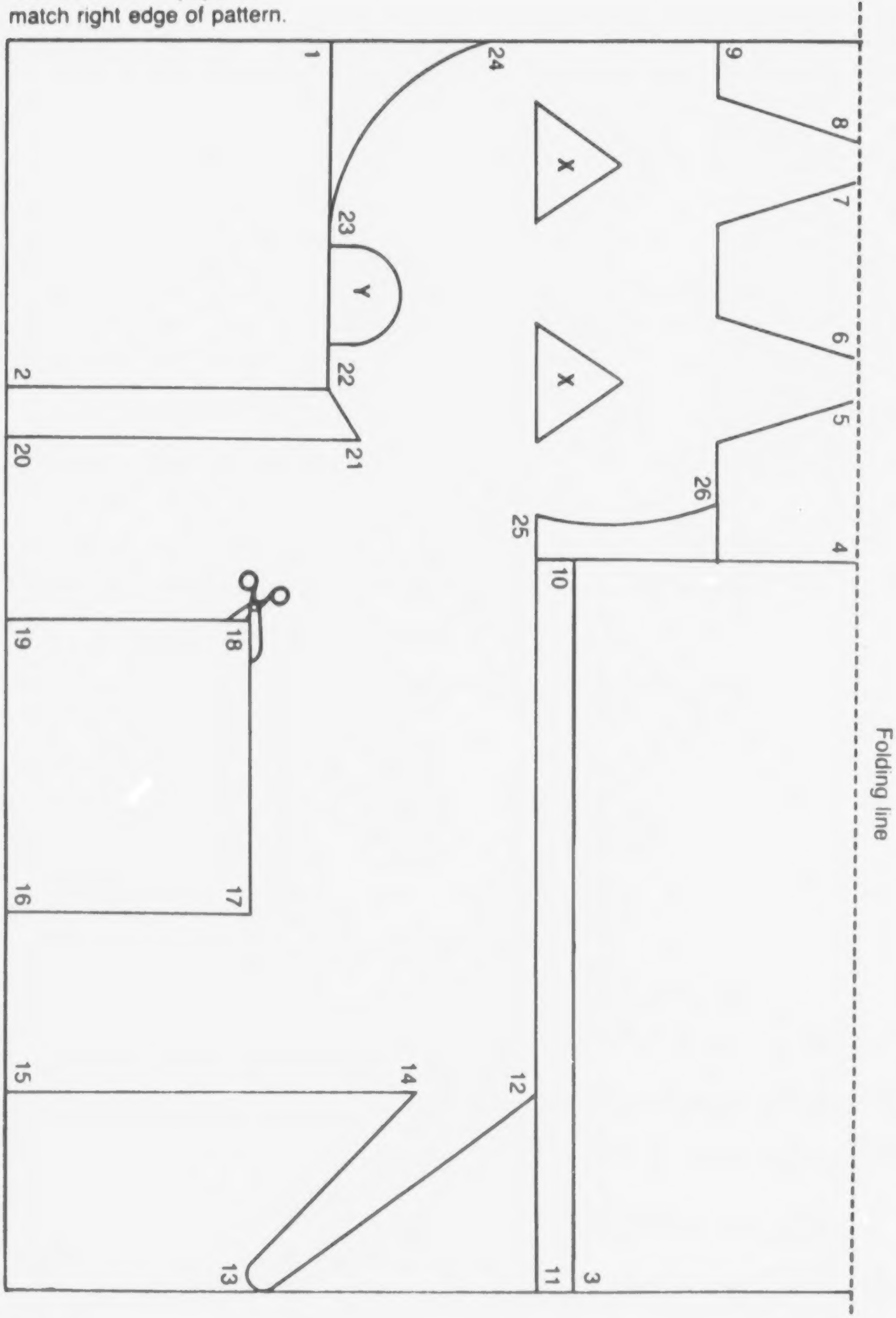
"It must be a monster," thought Joey. He got up and walked quickly up the long trail. (Cut from 16 to 17.) Joey skipped across the bridge. (Cut from 17 to 18.) He said, "I can see that thing moving in the shadows." He heard footsteps, and he saw something crossing over the bridge.

Joey turned and ran down a narrow path. (Cut from 18 to 19.) He fell. Then Joey heard a scary sound. "It's getting closer," he thought. Joey got up and started toward the house. He ran faster and faster. (Cut from 20 to 21.)

He stopped before he reached the door. (Cut from 21 to 22.) Joey turned and looked behind him. (Cut from 23 to 24 and from 25 to 26.) "Oh," he said. "It is only a little black kitten that followed me home!" (Stand cat up by separating folded piece.) "Now I have a friend, and I won't be lonesome anymore," said Joey.

from: Paper Stories
Jean Stangl
1984 c Fearon Teacher Aids
Simon and Schuster Supplementary
Education Group
P.O. Box 280
Carthage, IL 62321

Turn 8½" × 11" paper to
match right edge of pattern.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X
Y
Folding line

SONGS:

LOVE

Sung to "Row, Row, Row Your Boat"

Love, love is all around.

It will grow with you.

Show it, tell it, feel it, share it.

Make it part of you.

Adele Engelbracht
River Ridge, LA

ARE YOU SMILING

Sung to: "Frere Jacques"

Are you smiling, are you smiling?

I like you, I like you!

This is such a nice place for a sunny bright face,

I like you, I like you!

Mildred Hoffman
Tacoma, WA

Taken from MORE PIGGYBACK SONGS compiled by Jean Warren. Reprinted with permission from Totline Press, Warren Publishing House, P. O. Box 2255, Everett, WA. Copyright © 1984.

THE MORE WE GET TOGETHER

The more we get together, together, together,

The more we get together, the happier we'll be.

'Cause your friends are my friends, and my friends are your friends,

The more we get together, the happier we'll be.

Traditional

SONGS: I'M A LITTLE COFFEEPOT

Sung to: "I'm a Little Teapot" - Traditional

I'm a little coffeepot,

Tall and stout.

Here is my handle,
(Put hand on hip.)

Here is my spout.
(Extend opposite arm sideways, hand out.)

When I get all steamed up,

Then I shout

"Tip me over

And pour me out!"
(Tip sideways, "spout" side.)

I'm a very clever pot,

It is true.

And all my friends know

What I can do.

I can change my handle

And change my spout.
(Change position of hands.)

Just tip me over

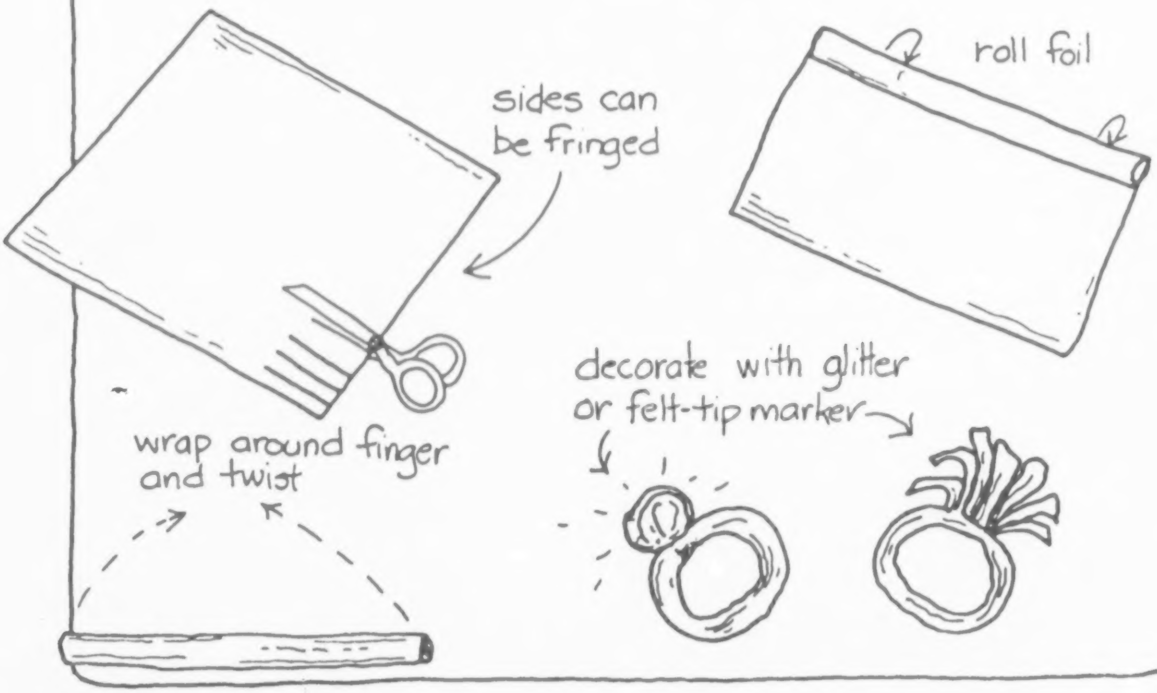
And pour me out.
(Tip sideways, "spout" side.)

Foil Ring

A variety of decorative materials can make these rings quite attractive. Children may want to keep their rings or exchange them with each other.

You Will Need:
foil cut into 4" squares
scissors
non-toxic felt-tip markers
sequins, glitter, or other decorative material
glue

Here's What To Do:
1. Give each child a piece of foil rolled as shown (foil can be fringed before rolling for a larger finished "stone").
2. Have the children wrap the foil around a finger and twist ends to join (the fringed piece can be "fluffed" at this point).
3. The ring can then be finished by dipping the "stone" in glue and glitter, decorating it with felt-tip markers, or twisting it and wearing as is.


sides can be fringed
roll foil
wrap around finger and twist
decorate with glitter or felt-tip marker

Taken from NURSERY RHYME CRAFTS by Susan True. Used with permission from Monday Morning Books, Inc., Box 1680, Palo Alto, CA 94302. Copyright © 1985.

FRIENDSHIP TREE

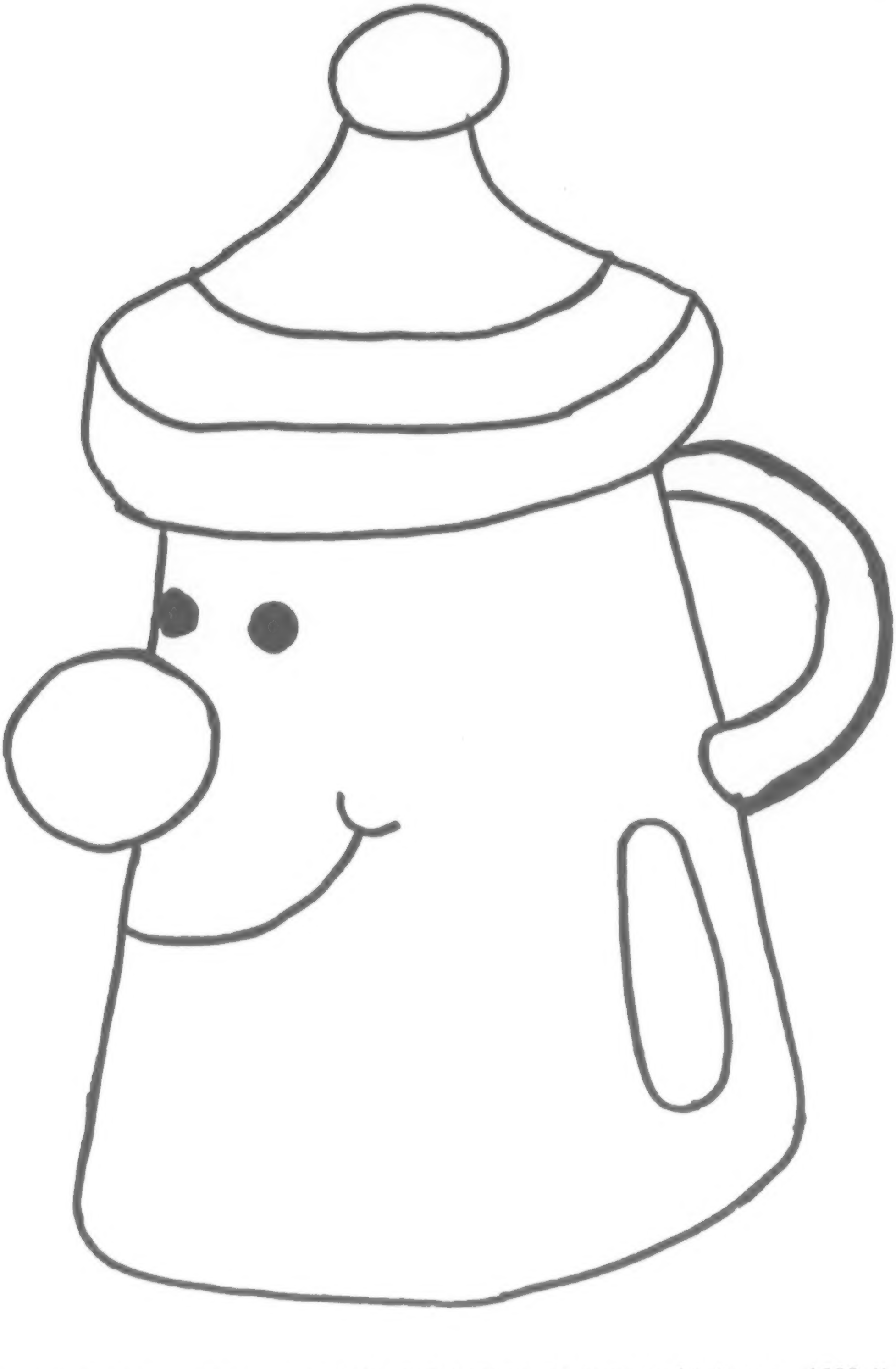
Before the summer program begins, get a large branch. Mix a big bucket of Plaster of Paris. Put the branch in the plaster. Let it harden.

Have this special tree in the story time area. Take each child's picture that first day. Tell the children that when the pictures are developed, you are going to hang them on the tree for everyone to enjoy. When developed, punch a hole near the top of each one and loop a piece of brightly colored yarn for hanging.

BUILDING BLOCKS
Everyday Circle Times
Liz and Dick Wilmes
38W567 Brindlewood
Elgin, IL 60123

****

Perhaps you would prefer not to use pictures. A good substitute could be something special that each child might want to display. Explain that it must be small and adaptable for hanging. At the end of the program (or at any time) the children might want to exchange some of their "treasures" with a friend. This tree could be called "The Friendship Treasure Tree."



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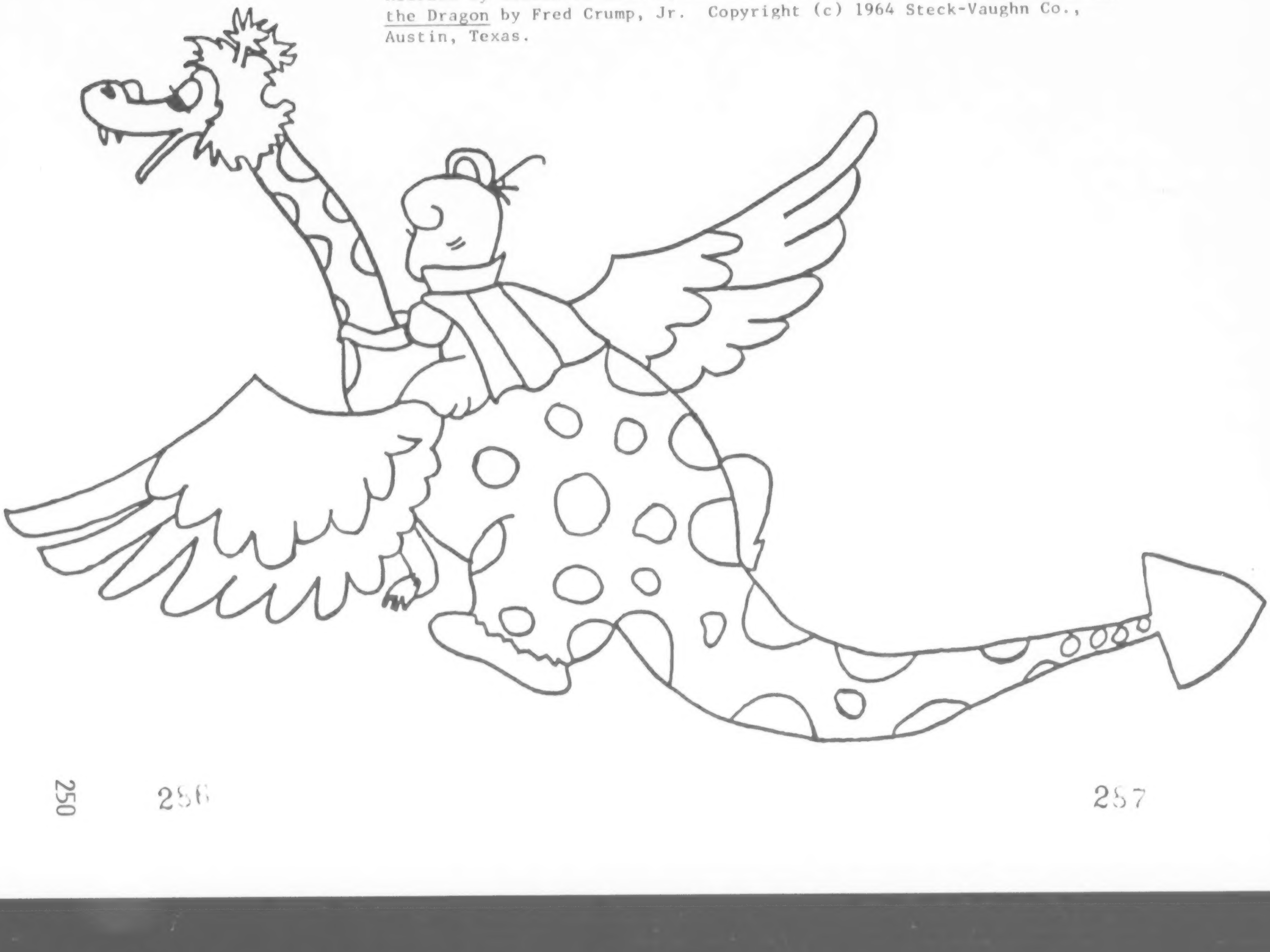
Redrawn by Cassandra Sewell, Pinecrest State School, from Marigold and the Dragon by Fred Crump, Jr. Copyright (c) 1964 Steck-Vaughn Co., Austin, Texas.



THEME: Treasures of Sea and Shore

AGE RANGE: Non-graded

BOOKS:
Cosgrove, Stephen. *Cap'n Smudge*.
Duvoisin, Roger. *Petunia's Treasure*.
Lionni, Leo. *Swimmy*.

POEMS:
Johnson, Dorothy Vena. *Palace*. From *Golden Slippers*, compiled by Arna Bontemps © 1941 Harper & Row.
Johnson, Siddie Joe. *I Did Not See a Mermaid?*. From *Feather In My Hand* © 1967 Atheneum Publishers.
A Sailor.
Long-Legged Sailor.

PUPPET POEMS:
I Saw a Ship A-Sailing.
There Was Once a Fish.

FLANNEL BOARD:
Mr. Seagull.
Busy Beach Day.

FINGERPLAYS:
Five Little Children.
Swimming Lessons.
One Little Seashell.

CRAFTS:
Pasta Jewelry Craft.
Cork Floaters.

CRAFT AND GAME: Fishing Game.

SURPRISE STORY: *Gift From a Mermaid*.

PAPER STORY: *Sailor Boy*.

TELL AND DRAW STORY: *At the Beach*.

ACTIVITIES:
We're Going to the Beach.
My Castle.
Feel and Guess.
Exploring Wet Sand.

SONGS: Popeye the Sailor Man.
At the Beach.
To the Beach.
Songs from In the Deep Blue Sea.

PLAY: In the Deep Blue Sea.

HANDOUT: Sailboat Race Game.

FILMS: Paddle-to-the-Sea. (Jef - 28 min.)
Treasure of the Grotoceans. (LSL - 16 min.)

TREATS: Sand Dollars.

OTHER BOOKS: Sweat, Lynn. Cluck, the Captain's Chicken.
Poulet, Virginia. Blue Bug's Treasure.
Coatsworth, Elizabeth. Bob Bodden and the Good Ship Rover.
Brown, Margaret Wise. The Seashore Noisy Book.
Cartwright, Sally. Water Is Wet.
-- Sand.

POEMS:

A SAILOR

A Sailor went to sea, sea, sea. (Clap on all seas)
To see what he could see, see, see. (Clap on all sees)
But all that he could see, see, see
Was the bottom of the deep blue sea, sea, sea.

(Replace claps with head nods, knee pats, stomps, etc.)

LONG-LEGGED SAILOR (Chant)

Did you ever, ever, ever in your long-legged life
See a long-legged sailor with a long-legged wife?
No (or yes) I never, never, never in my long-legged life
Saw a long-legged sailor with a long-legged wife.

Other verses: short-legged, bow-legged, two-legged, etc.

SONG:

POPEYE THE SAILOR MAN (Traditional Tune)

I'm Popeye the Sailor Man.
I live in a garbage can.
I'm strong to the finish
'Cause I eat my spinach.
I'm Popeye the Sailor Man.

Taken from CIRCLE TIME ACTIVITIES FOR YOUNG CHILDREN by Deya Brashears and Sharron Werlin Krull. Reprinted with permission from Circle Time Publishing, 1 Corte Del Rey, Orinda, CA 94563. Copyright © 1981.

I SAW A SHIP A-SAILING

I saw a ship a-sailing,
A-sailing on the sea;
And, oh! It was all laden,
With pretty things for thee.

There were comfits in the cabin,
And apples in the hold;
The sails were made of silk,
And the masts were made of gold.

The four-and-twenty sailors,
That stood between the decks;
Were four-and-twenty white mice,
With chains about their necks.

The captain was a duck,
With a packet on his back;
And when the ship began to move,
The captain said, "Quack! Quack!"

Introducing the Rhyme: Ask the children, "Have they ever been on a boat ride before?" "Was it a big boat or a little boat?" "Where did they go on the boat?"

Puppetelling: Tell the rhyme while using the Duck Stick Puppet and Box Boat. Undulate the ship up and down over the waves of a pretend ocean. The children can all play the White Mice, without puppets, while standing behind the Ship. Pop out the Duck at the end of the rhyme. (A basket of apples would add a nice touch to this rhyme to give to the Mice afterwards.)

Puppetmaking: Have the children make their own ships from shoe boxes. Then ask them to each think up and create an accompanying Captain Stick Puppet, other than a Duck. For example, a dog, a frog, or elephant.

Materials – Construction paper; and drinking straw or blunt skewer for rod control.

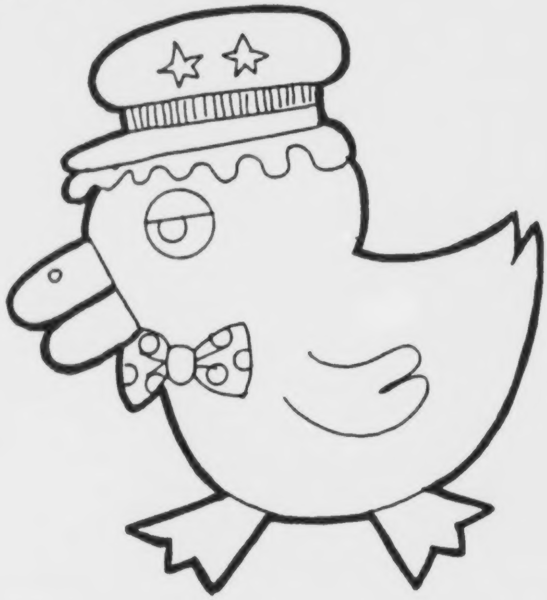
Construction – Cut out and color a Captain character image; attach to end of a rod control.

To Make Ship – Cut out and color ship's sails. Attach a stick on to the upper back of a shoe box or other type of box. Cut out a small hole in bottom of box to insert Stick Puppet through and pop puppet up and down.

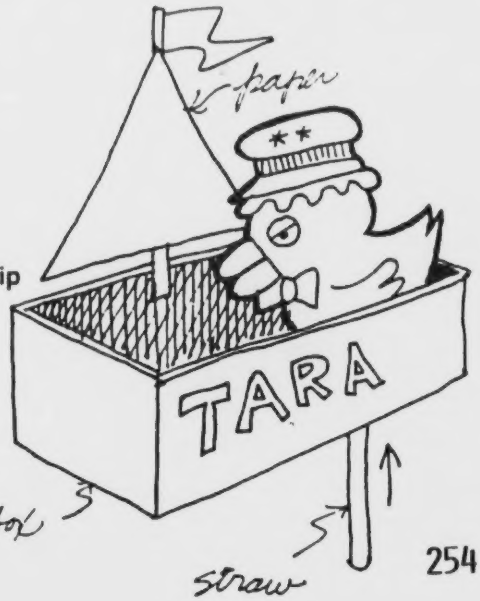
To Make Duck Captain – Cut out and color a photocopy of Duck pattern. Attach to a rod control.

Puppetizing: Pretend that the classroom is a big sea. Let the children take turns playing the lead using their Captain puppets as the rhyme is recited. The rest of the group can play the mice without puppets. Be sure to change the words in the rhyme to match each new Captain.

DUCK CAPTAIN PATTERN



Box Ship



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THERE WAS ONCE A FISH

There was once a fish.
(What more could you wish?)
He lived in the sea.
(Where else would he be?)
He was caught on a line.
(Whose line if not mine?)
So I brought him to you.
(What else should I do?)

Introducing the Rhyme: Show the children your Sea Tote and ask them to think up all the things that live in the sea. "Have you ever caught a fish?" "How big was it?" "What color was it?" "Did you eat it or put it back in the water?"

Puppetelling: Hide the Fish inside an opened paper bag Sea Tote. Catch the Fish with your fishing rod while reciting the rhyme. Once caught, present the Fish to one of the children. You may wish to substitute the child's name at the end of the rhyme. The rhyme may be repeated with as many Fish as there are children.

Puppetmaking: Let each child make a Fish or other sealife Paper-Plate Puppet such as a jellyfish, crab, or clam. Encourage individual design in their colors and textures.

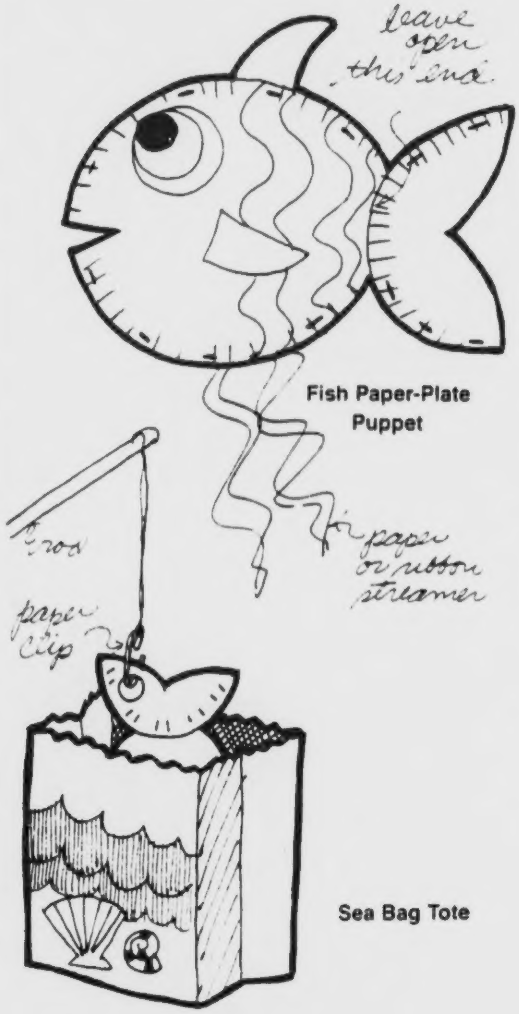
Materials — Two paper plates and construction paper.

Construction — Put the two plates together and staple around the outer edges, leaving one side open to slip the hand through. Add eyes, a paper tail, fins, and other features. Decorate gaily with paper or coloring medium. Cut out a large hole in tail or mouth end of fish for catching with opened paper clip hook. To operate: Put hand between the plates and move about the playing space.

Other sealife can be made from the basic puppet construction. For example: add pleated paper legs for a crab, long fabric ribbon streamers for a jellyfish, or head and feet for a turtle.

To Make Fishing Pole — Attach a string to a dowel or stick. Tie a large opened paper clip to the end of string for a hook. Small magnets may also be considered, and attached to Fish for easy catching.

Puppetizing: Pretend that the playing circle is a big Sea and let half the group swim around the Sea with their Sealife puppets. The rest of the children should try to catch the Sealife as the rhyme is recited, using their arms as fishing rods (without lines and hooks). Reverse roles and repeat the rhyme. The addition of background music or soap bubbles will enhance the underwater mood of this activity.



Fish Paper-Plate Puppet

Sea Bag Tote

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FLANNELBOARD TIME

If you do not have a flannelboard, A) take a large piece of stiff cardboard (24" x 36" is a good size), and B) cover it with a dark color felt. C) Secure the felt on the back with masking tape.

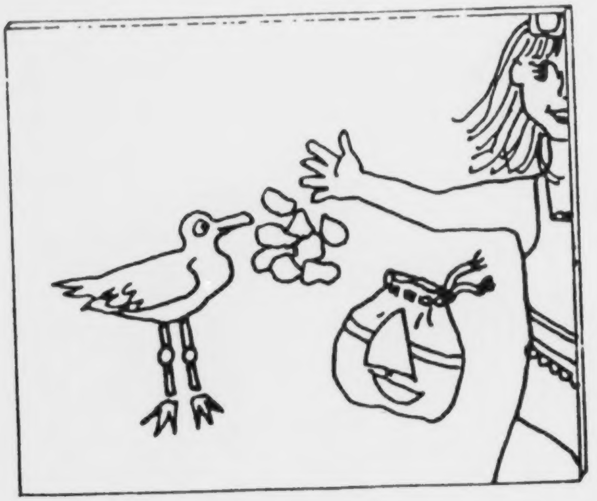
PATTERNS

A) Place medium weight Pellon over the patterns in this issue, and trace as many shapes as needed on to the Pellon with a pencil (Pellon is a fabric stiffener interfacing sold in fabric stores). B) Outline each shape with a black marker to increase visibility, and then color with crayons or marking pens. C) Cut patterns out. D) Patterns can be further enhanced if desired by gluing bits and pieces of trims, fabric scraps, feathers, etc. to the pattern pieces.

TO PRESENT

Words in the story in BOLD TYPE denote pattern pieces. Place each pattern on the flannelboard as it is mentioned in the story. Follow directions as noted in the story.

Make BEACH BLANKET needed for Flannelboard Story #2, "Busy Beach Day" out of a bright colored piece of FELT. Check pattern page 21 for specifics

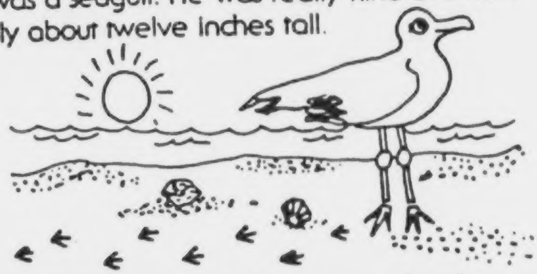


FLANNELBOARD STORY 1

MR. SEAGULL

I was lying atop (Place child at edge of flannelboard) the sand and sunning myself at the beach, when all of a sudden out of the sky a bundle of feathers landed almost within my reach.

It was a seagull. He was really kind of small, only about twelve inches tall.



His feathers (Place body on same level as child's chest) were grayish white. But it was his legs that were quite a sight.

Each leg (Place legs) was as skinny as skinny can be, straight as a stick with a very (Place knees) knobby knee.

Each little foot (Place feet) had three thinny thin toes, and how they held up his body, goodness knows!

He took a few steps making tracks on the beach and stopped to pick up with his slightly curved beak, the (Place pit) pit of a peach.

I guessed he was hungry and wanted something to eat. So I reached into my beach bag (Place bag at hand) to search for a treat.

I took the only thing left inside my bag and held it carefully in my fingertips, and happily watched Mr. Seagull nibble (Place chips) the last of my potato chips!

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FLANNELBOARD
STORY 2

BUSY BEACH DAY

Very early one morning, a boy named Neal was lying in his bed trying to sleep. But he kept hearing noises in the kitchen and closet doors being opened and closed.

So he tumbled from his bed, and half asleep and half awake padded into the kitchen. **(Place boy in p.j.'s)**

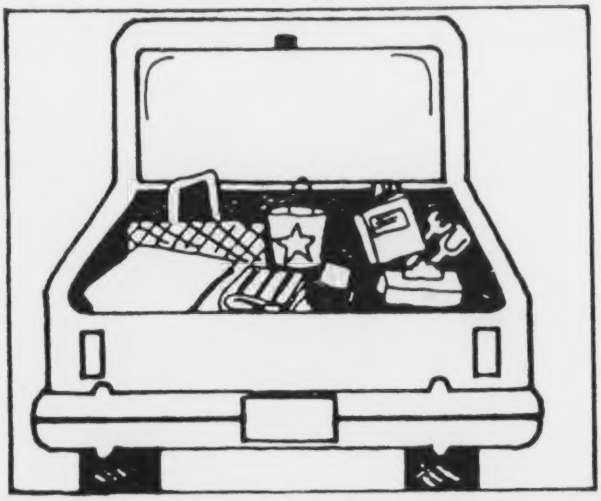
"What's happening around here?," he asked.

His Mom **(Place mother)** turned around and said, "Oh, Neal, you're awake. Good. The weather is so beautiful, that I'm packing up to spend a day at the beach."

"But, Mom, you've got a cold, and Daddy is working today. How can we go?"

"Well, I think that lying in the sun will do me a world of good. And you will have plenty to do, so I won't have to think of anything to keep you busy. I get to rest and you get to play. Let's hurry and be on our way!"

(Remove Neal and mom) While Neal ate breakfast, and got ready, his Mom packed the car. **(Place car, put items into trunk as mentioned)** She took a picnic basket, a blanket, suntan lotion, towels, Neal's sand toys, a box of tissues and a book for herself.



(Remove open car, place closed car at one side) They got in the car, and after a short drive **(Move car across flannelboard)** they arrived at the beach. They unloaded the car, and found a nice spot near a life guard station and spread their blanket. **(Spread blanket, place beach)**

(Place mother in upright position) "Neal, I'm going to nap. You can play in the sand or wade up to your knees. Don't go any deeper until I'm awake and can watch you." Neal's mother **(Place mother in lying position on blanket)** settled back onto the blanket.

No sooner had she closed her eyes, when Neal **(Place Neal and gull)** came running by chasing a seagull and splattered sand all over his mother's face and hair.

"Neal, please, I'm so tired," she said, as she got up to brush the sand from her hair, face, and the blanket. **(Move mother to upright position, shaking slightly as if to remove sand)** "Watch what you're doing."

"Sorry, Mom, I'll look for shells in the water."

(Place Neal at corner, lay mother atop blanket) Neal's mother laid down again, and closed her eyes, and gave a sigh.
"Oh, it's so peaceful here," she thought, when all of a sudden she felt ice cold drops of water trickling down the front of her bathing suit.

Her eyes flew open to see Neal reaching across her for a towel.
"Neal, really you are not thinking."

"Oh, I'm sorry, Mom, but I got hit by a big wave, and the water was so cold that I wanted to dry off. I'll leave you alone."

"Here's a towel. Now off you go." **(Remove Neal)**
"Maybe," Neal's mother thought to herself, "I'll just sit up and read for awhile." **(Remove**

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reclining mom, place sitting Mom) She had read two pages when she felt a hand shaking her shoulder.

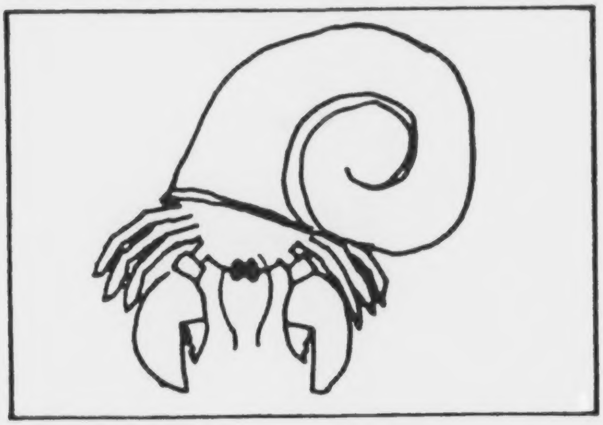
(Place Neal) "Look, Mom, that shell is moving." **(Place shell on beach)**

"What?," she asked, turning her head to look. "I don't see anything."

"It moved, Mom, it did."

"Okay, Neal. This isn't turning out to be such a nice day," she said angrily. "I'm getting upset. Please let me have some time to myself."

"Sorry, Mommy," Neal answered in a soft voice. His mother went back to her story. She was in the middle of reading another page, when Neal yelled excitedly, "Mom, Mom, it's moving again. **(Move shell slightly)** I tell you, it's really moving!"



Neal's Mom put her head into her hands, took a deep breath, and said, "Neal, it's so hard to be patient. Maybe we'd better go home."

"No, Mom. I'll be good, I promise." Neal's mother **(Remove sitting mother, place mom lying on stomach)** turned over onto her stomach, resting her head on her arms. It was quiet for only a moment, when Neal shouted, in a pleading tone of voice, "Please don't be mad, Mommy, but the shell moved sideways **(Move shell sideways)** this time."

(Remove reclining mother and place standing mother) "Neal," his mother said, "draw a line where the shell is, and then let's watch it for awhile. I think you'll find that the shell isn't moving. I think the wind is blowing the sand."

So Neal grabbed his sand shovel, and drew a line **(Place line in front of shell)** in the sand in front of the shell.

He and his mother watched and waited, and waited and watched. "I guess you are right, Mom. Sorry I bothered you," Neal finally said.

When all of a sudden, right before them, the shell moved over **(Move shell over line)** Neal's line and continued to move slowly over the sand.

"My goodness, Neal, you were right. I'm sorry for not believing you. Let's see what it is. It's probably a snail." So Neal and his mother went over to the shell. **(Move Neal and mom)** Neal bent down, and gently picked it up and turned it over. **(Remove shell)**

Looking out from inside the shell were **(Place crab)** two round beady eyes, feelers, and lots of legs. "OOOO, what is this? It's not a snail," said Neal.

His mother laughed, "Why, Neal, it's a hermit crab. I haven't seen one since I was a little girl."

"What's a hermit crab?," Neal asked.

"Well, it's a land crab that lives in old cast off seashells. He kind of carries his house around with him, and as he grows he moves into a larger sized shell."

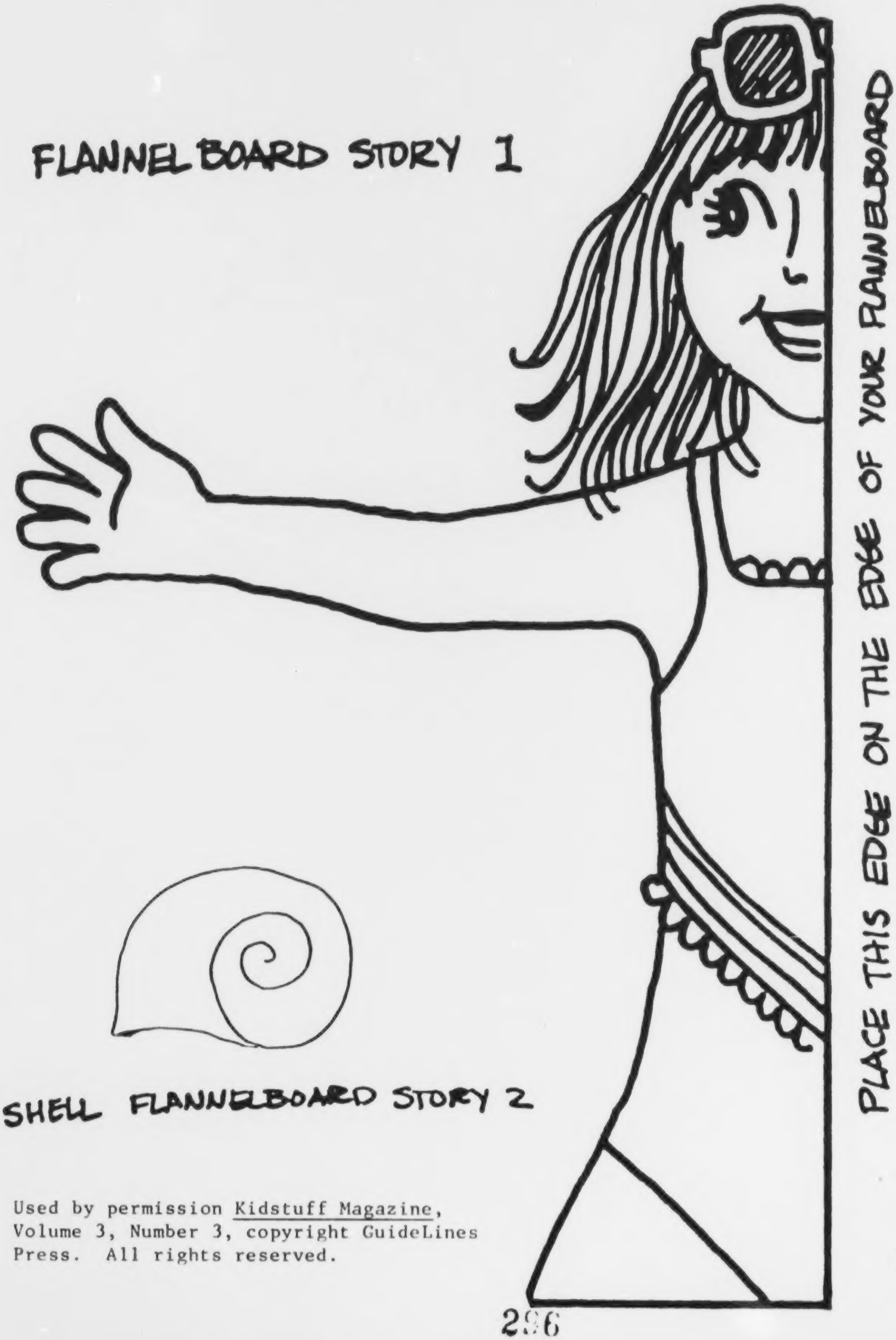
"That's really neat," Neal answered, trying to look further inside the shell.

"Put him down carefully, Neal, and let him go on his way." **(Remove crab)**

"Okay, Mom. Hey, I've got a great idea. How about if we have lunch now, and then you can take a nap while I build a giant sand castle." **(Remove mother and Neal)**

"Why, Neal," his Mom answered, as she gave him **(Place mom hugging Neal)** a hug, "I couldn't have come up with a better idea myself!"

PATTERNS



FLANNELBOARD STORY 1

SHELL FLANNELBOARD STORY 2

PLACE THIS EDGE ON THE EDGE OF YOUR FLANNELBOARD

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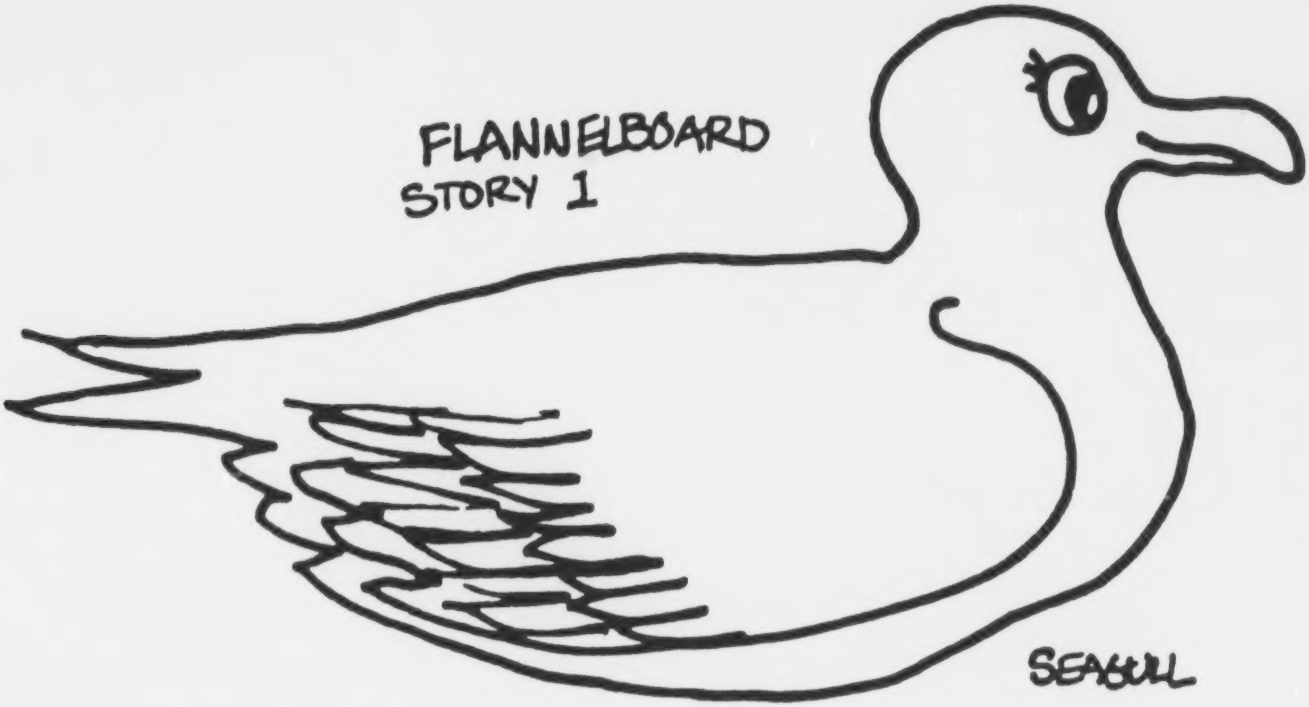
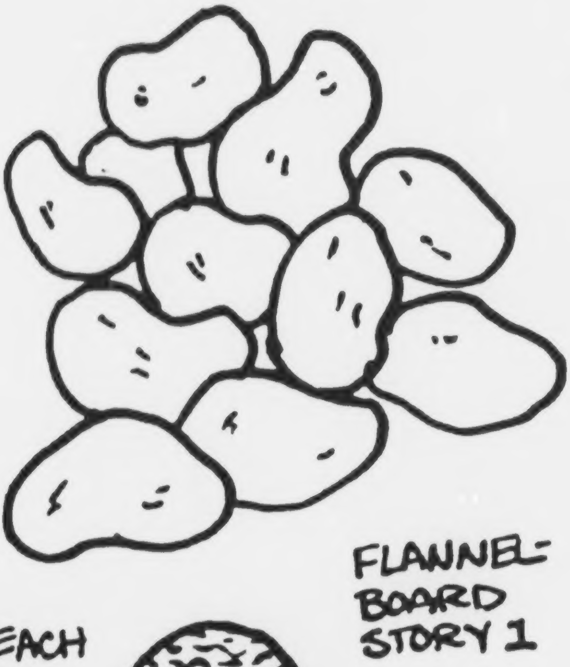
FLANNELBOARD
STORY 1

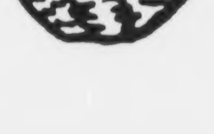


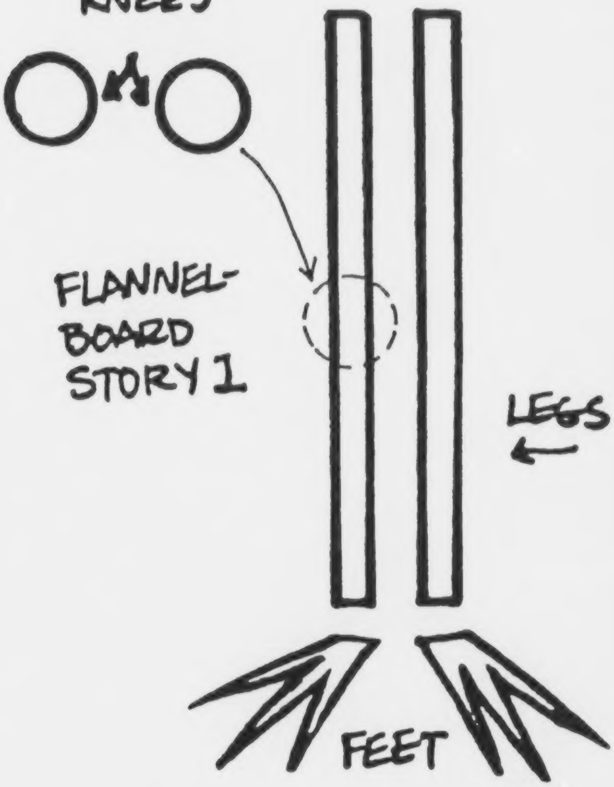
POTATO CHIPS



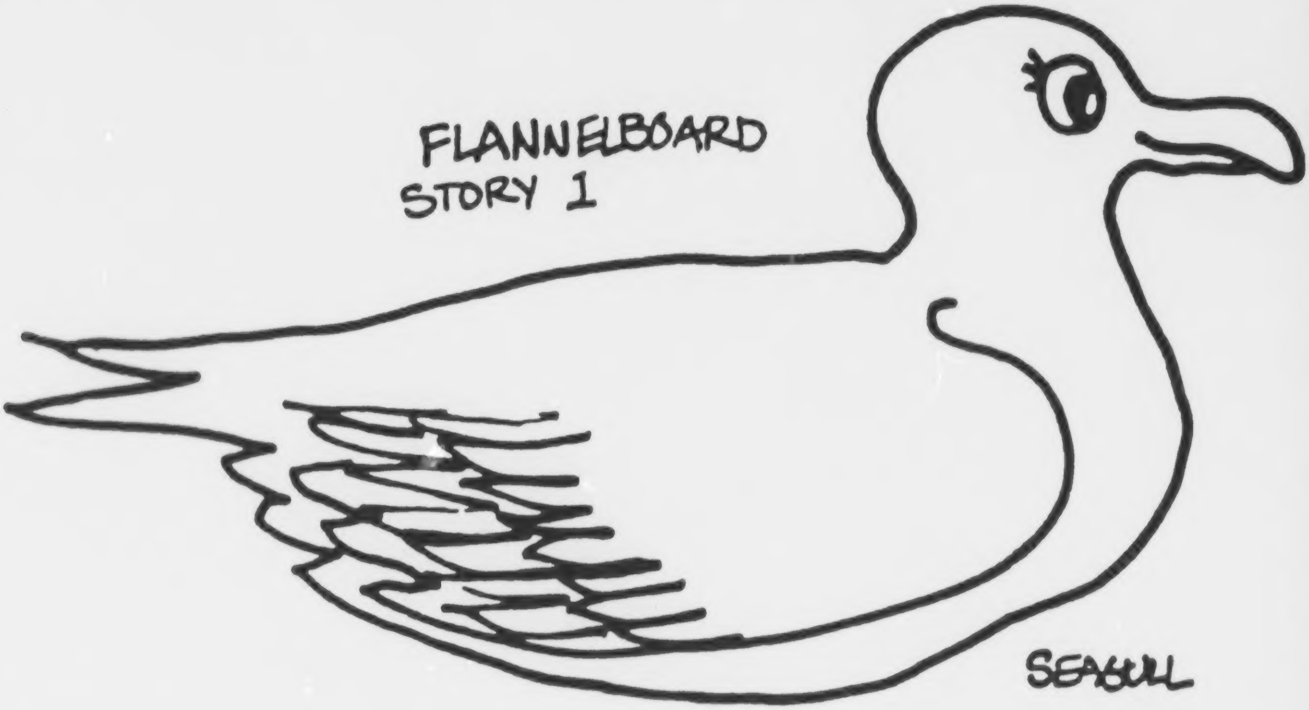
FLANNEL-
BOARD
STORY 1

PEACH
PIT

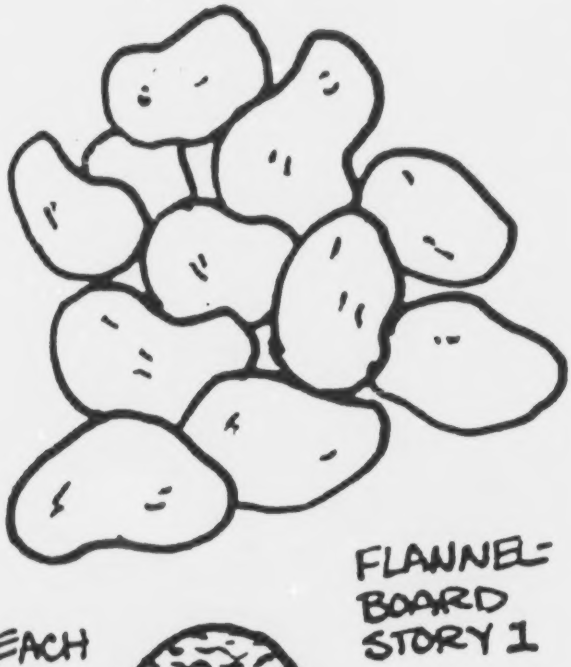



KNEES
FLANNEL-
BOARD
STORY 1
LEGS
FEET

FLANNELBOARD
STORY 1



POTATO CHIPS



FLANNEL-
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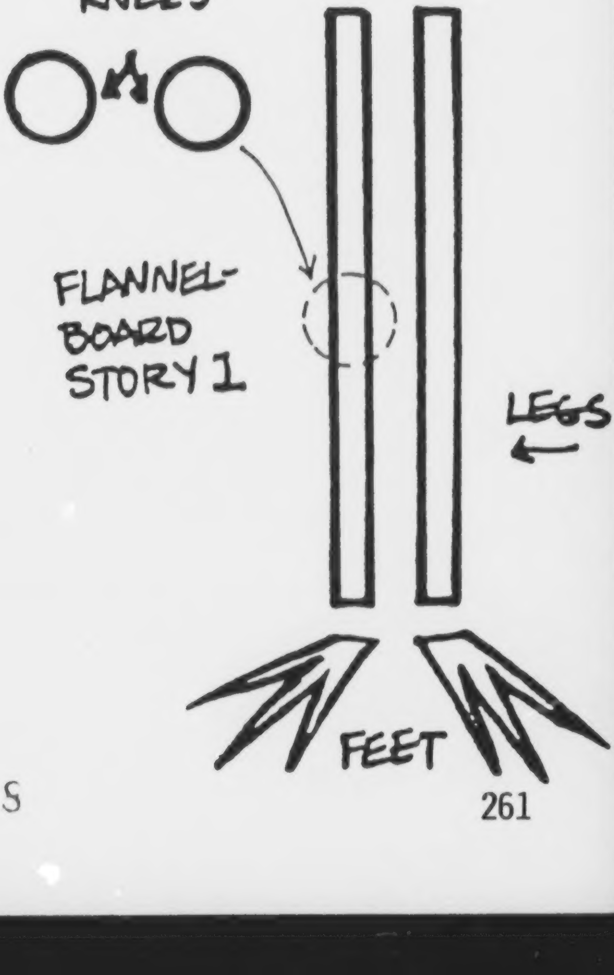
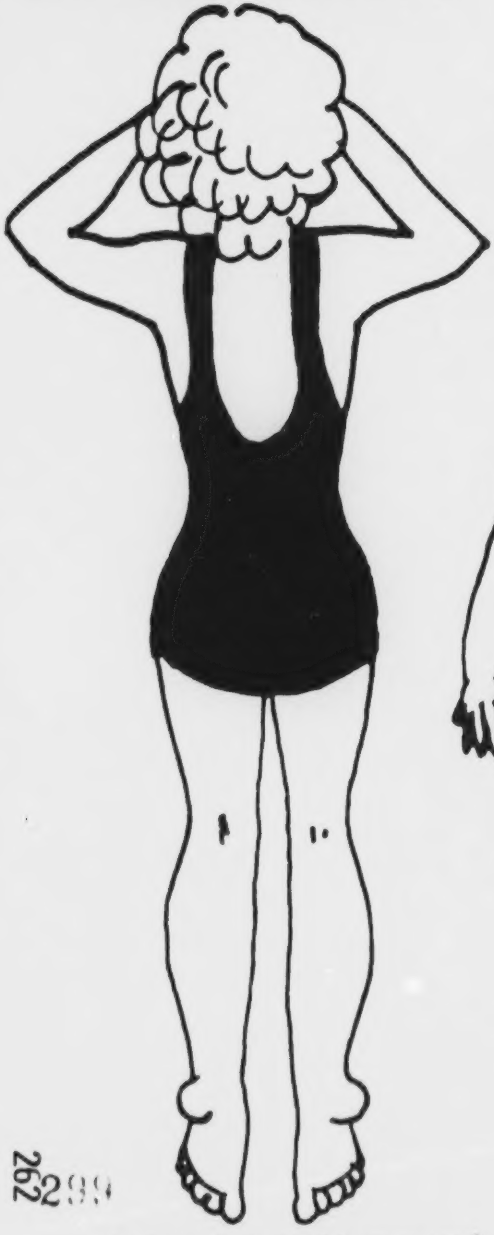
PEACH
PIT

KNEES

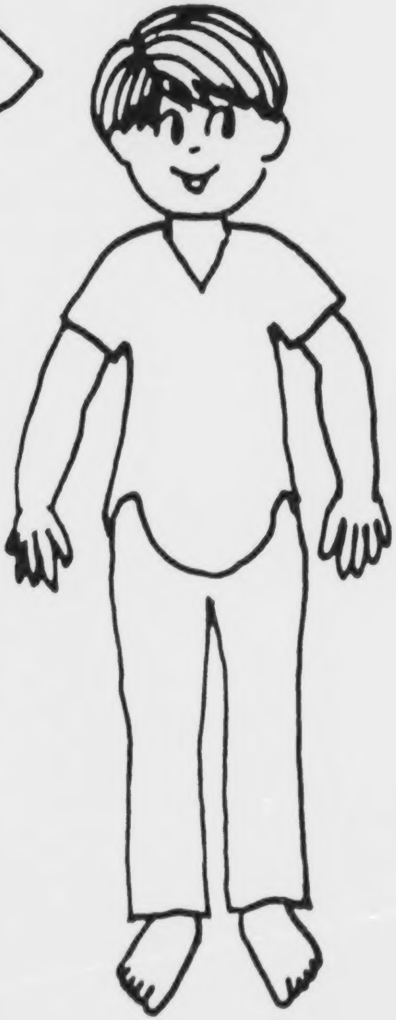

FLANNEL-
BOARD
STORY 1
LEGS
FEET

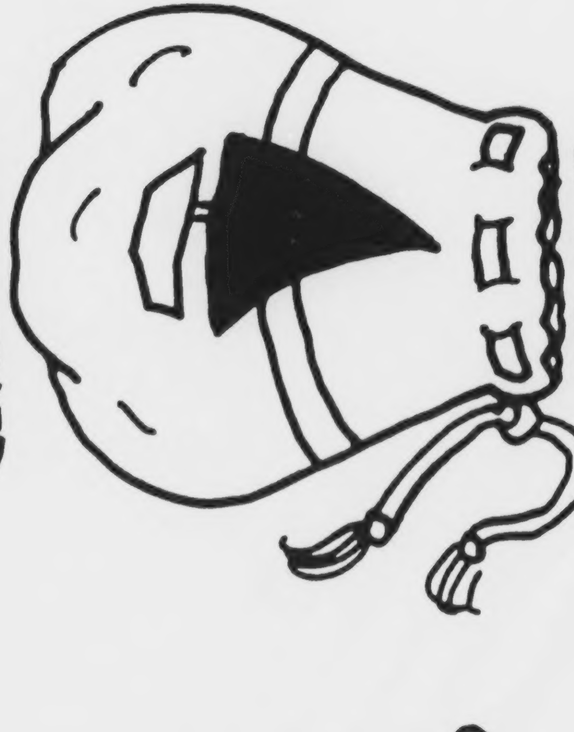
FLANNELBOARD STORY 2



MOM LAYING DOWN

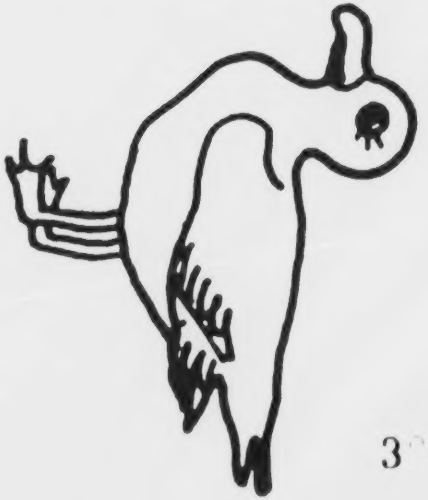
NEAL IN PAJAMAS



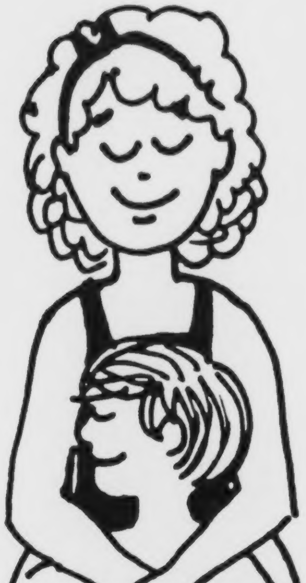


BEACH BAG

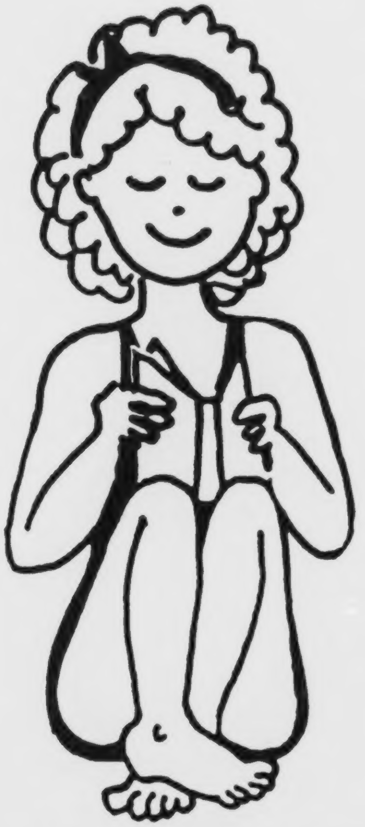
FLANNELBOARD STORY 1



SEAGULL FLANNELBOARD STORY 2

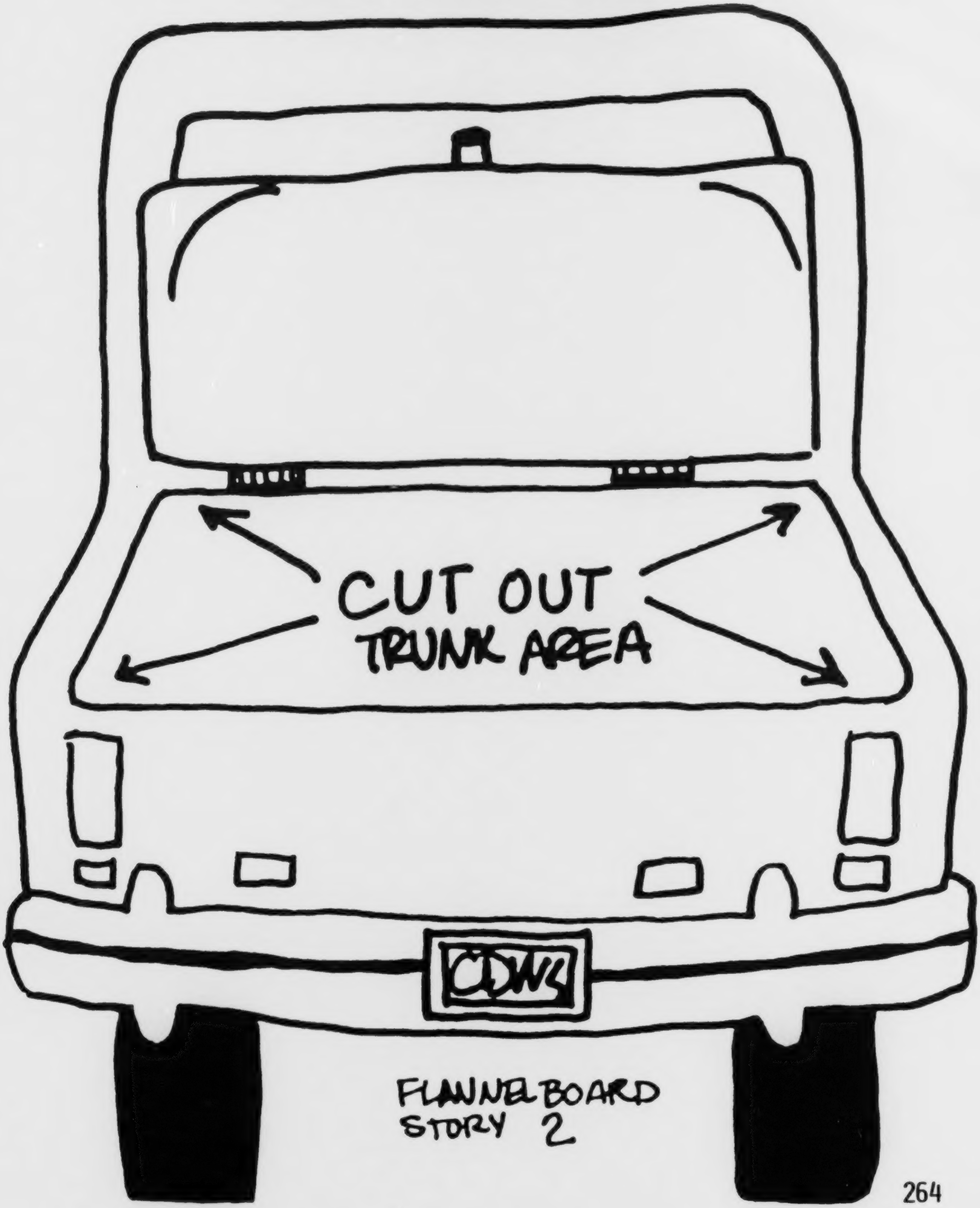


MOTHER HUGGING
NEAL
FLANNELBOARD STORY
2

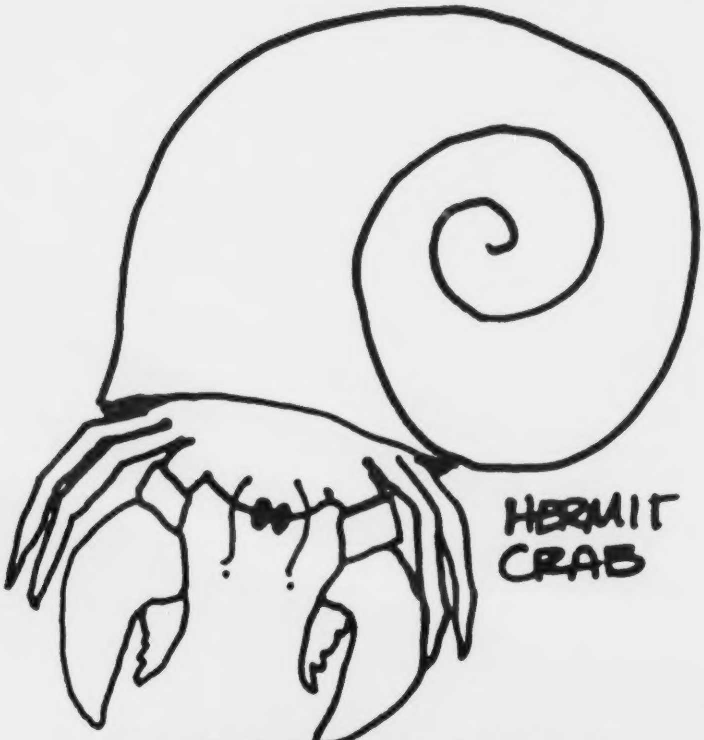


MOTHER READING BOOK
FLANNELBOARD
STORY 2

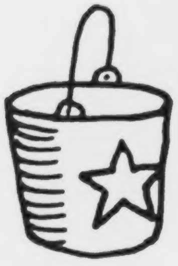
CAR (TRUNK OPEN)

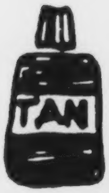

CUT OUT
TRUNK AREA
CDWS

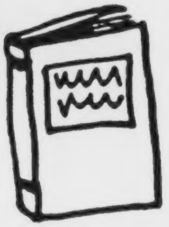
FLANNELBOARD
STORY 2


HERMIT CRAB

FLANNELBOARD STORY 2

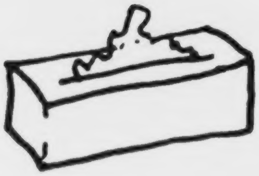


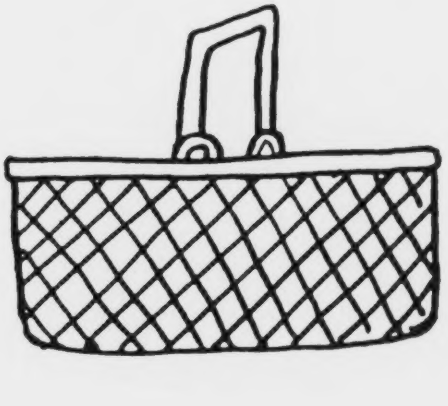


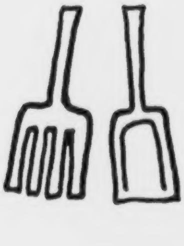


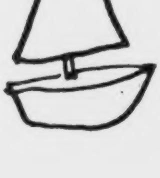
ALL ITEMS ON THIS PAGE WILL BE PLACED INTO CAR'S OPEN TRUNK IN FLANNELBOARD STORY #2 (WITH EXCEPTION OF HERMIT CRAB.)

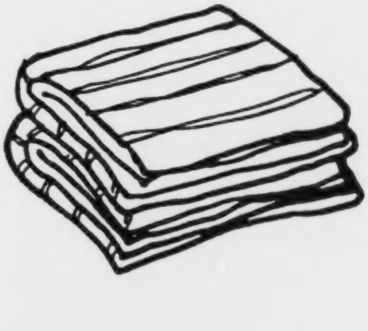
←

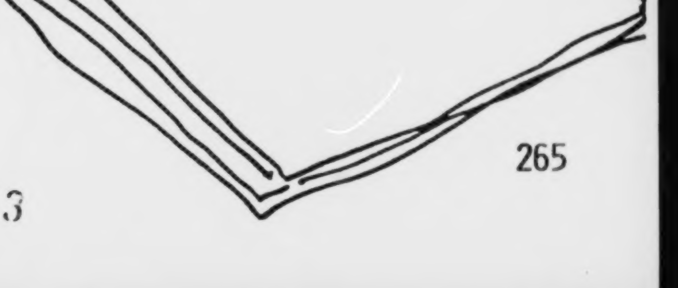


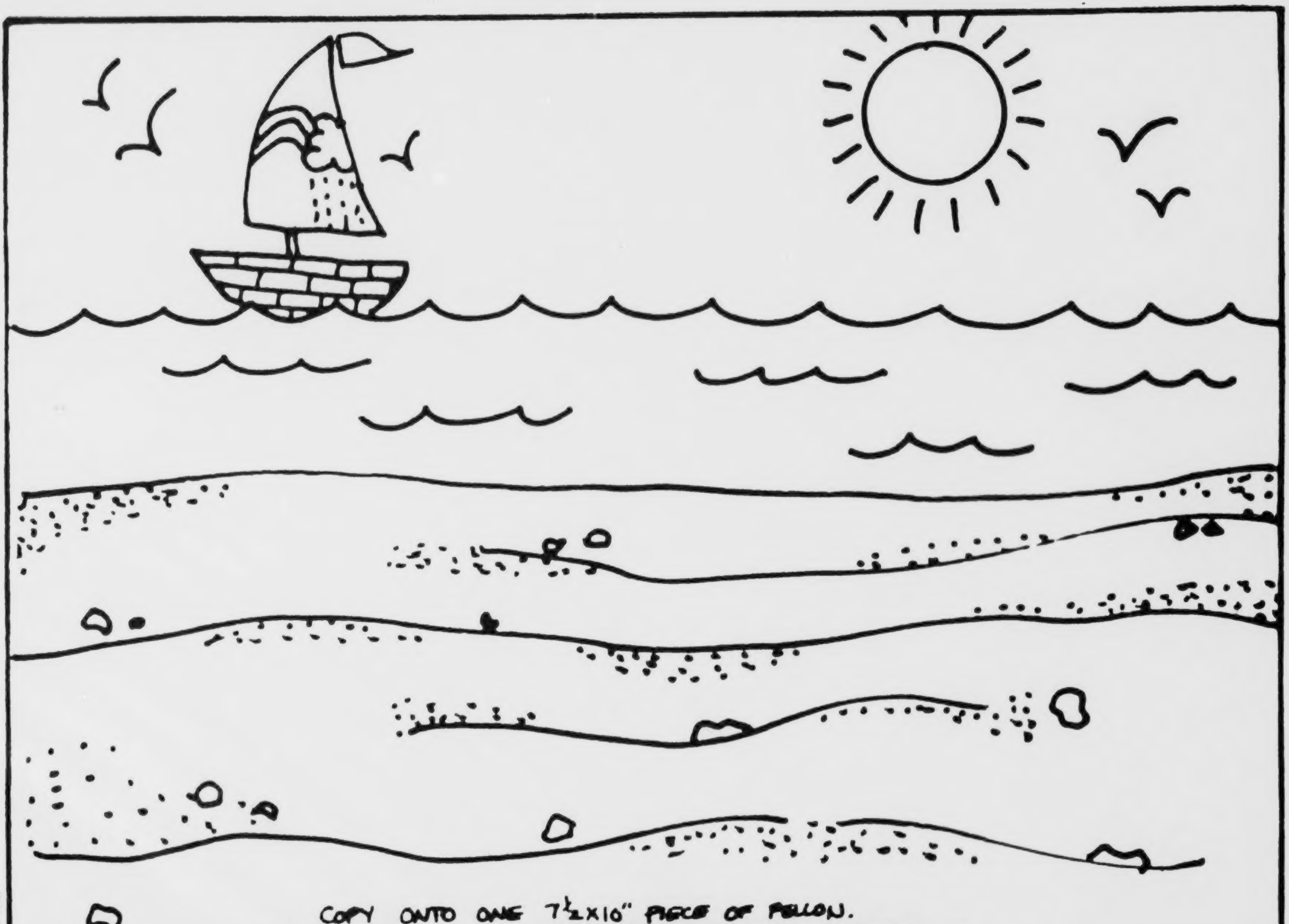








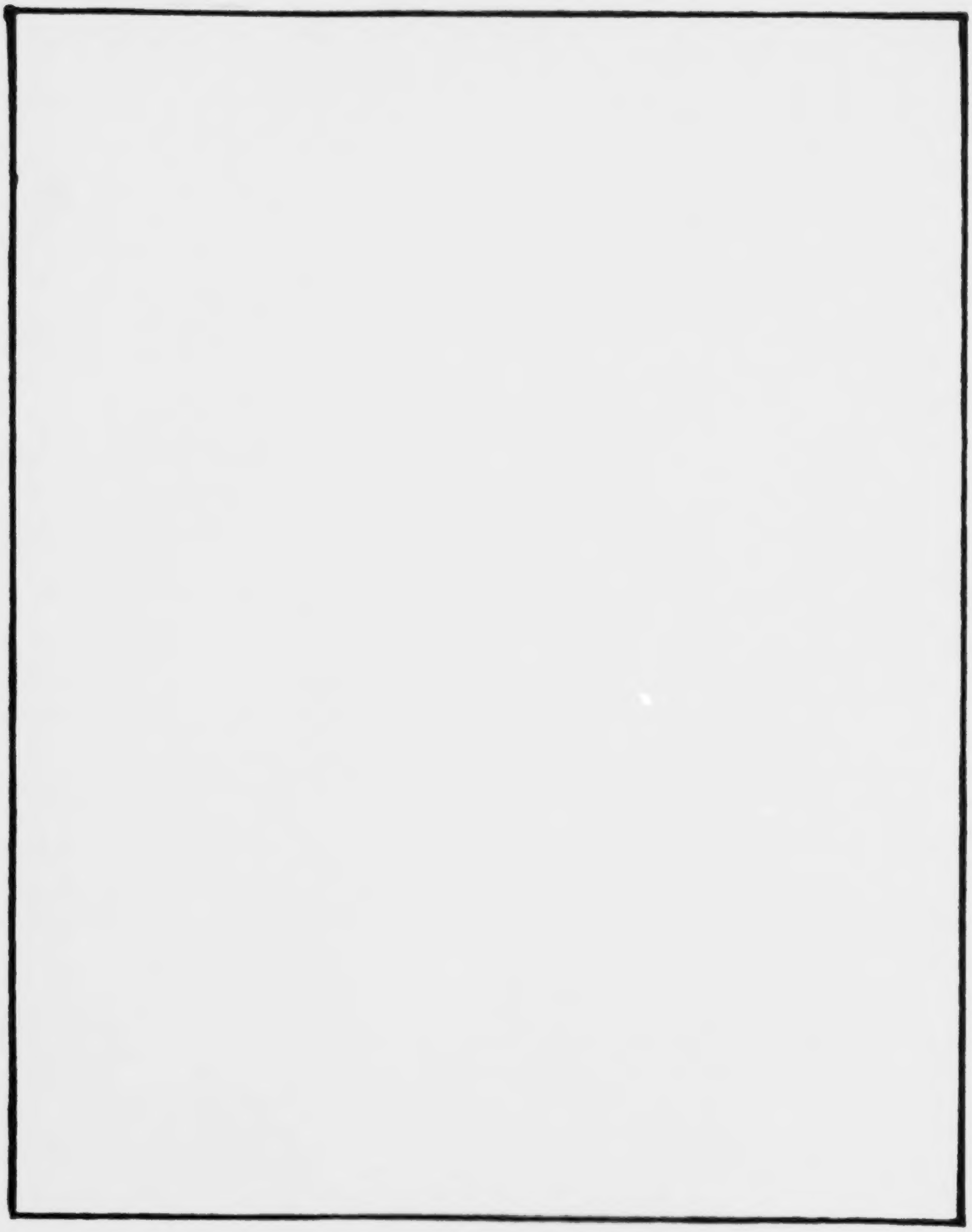




COPY ONTO ONE 7½x10" PIECE OF PELLON.

BEACH SCENE FLANNELBOARD STORY 2

BEACH BLANKET
FLANNELBOARD STORY
2

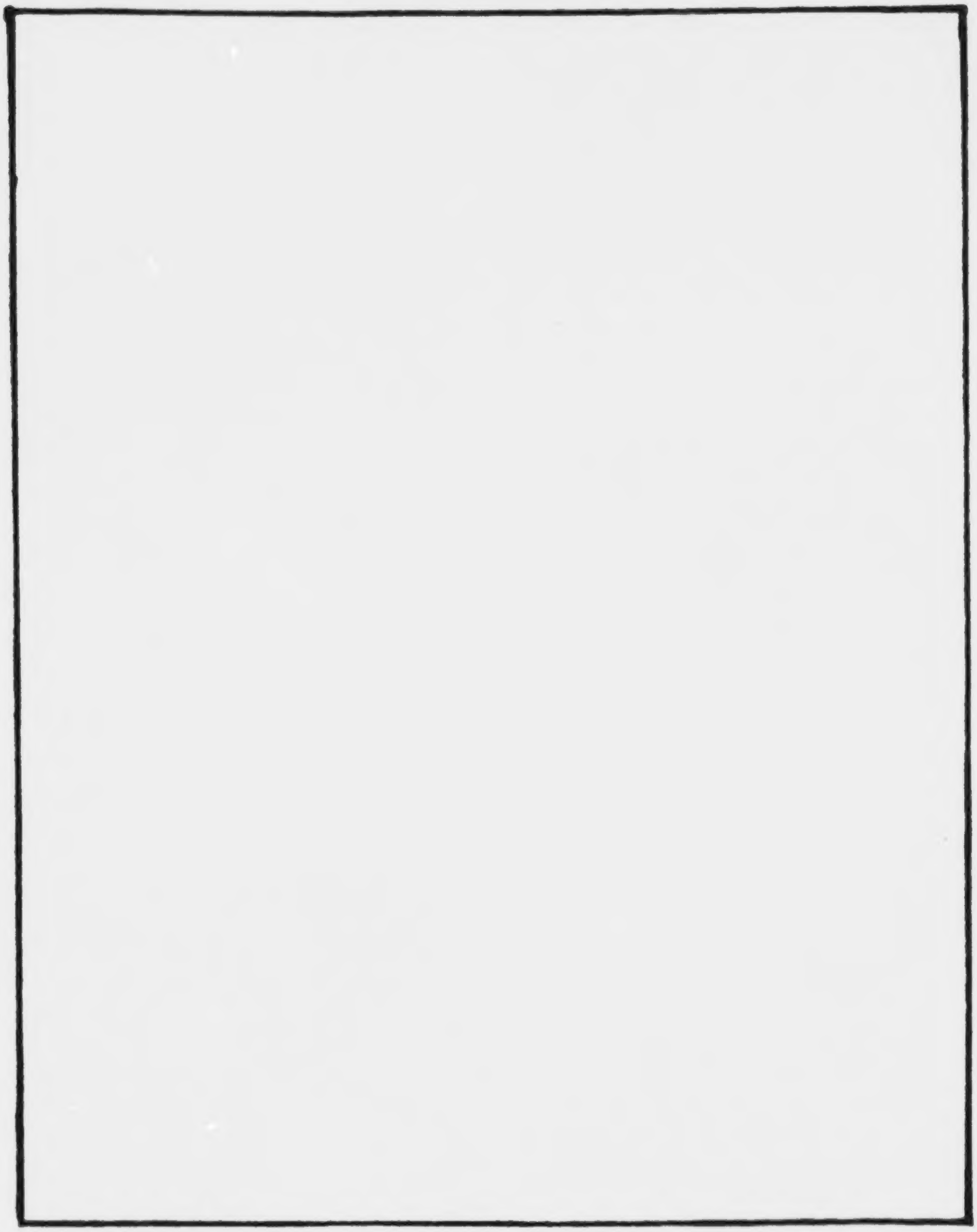


LINE (OF PELLON) FOR FLANNELBOARD STORY 2

CUT BEACH BLANKET OUT OF FELT TO
MEASURE 5½ x 7" OR LARGER IF
IT WILL FIT ON YOUR FLANNELBOARD.

BEACH BLANKET FLANNELBOARD STORY

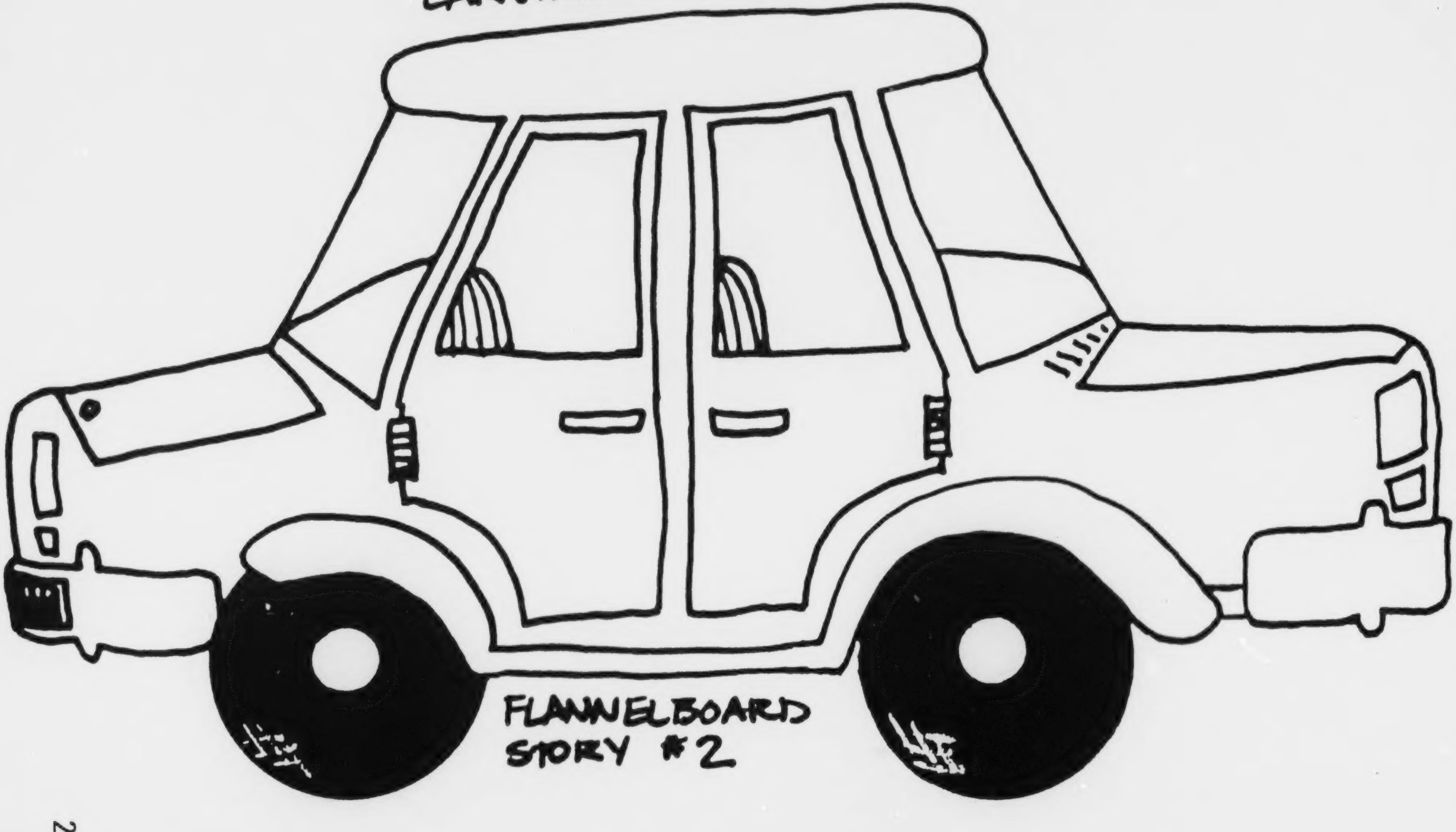
2



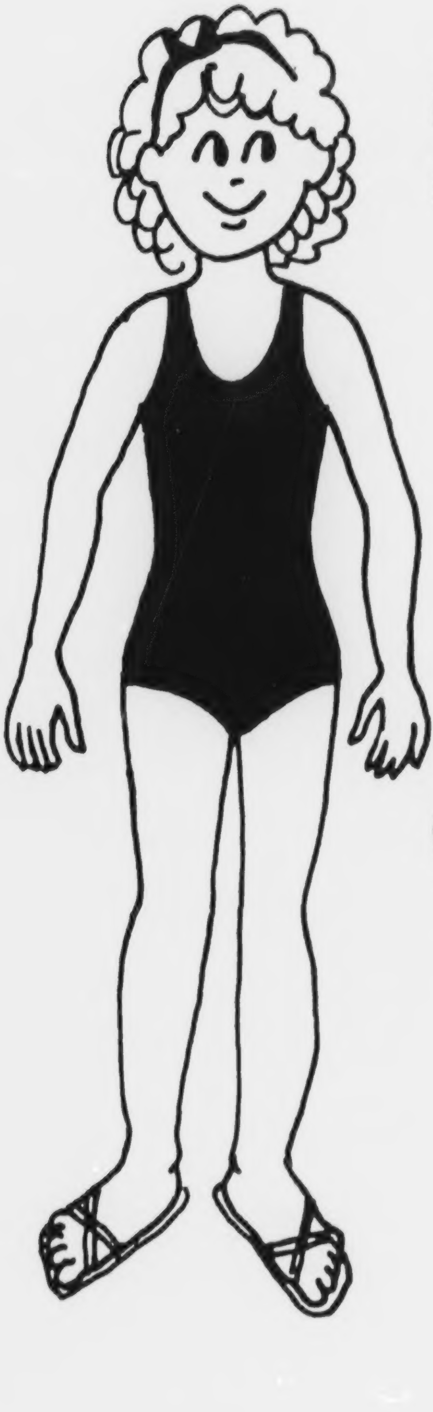
LINE (OF PELLOW) FOR FLANNELBOARD STORY 2

CUT BEACH BLANKET OUT OF FELT TO
MEASURE 5½ x 7" OR LARGER IF
IT WILL FIT ON YOUR FLANNELBOARD.

CAR (TRUNK CLOSED)

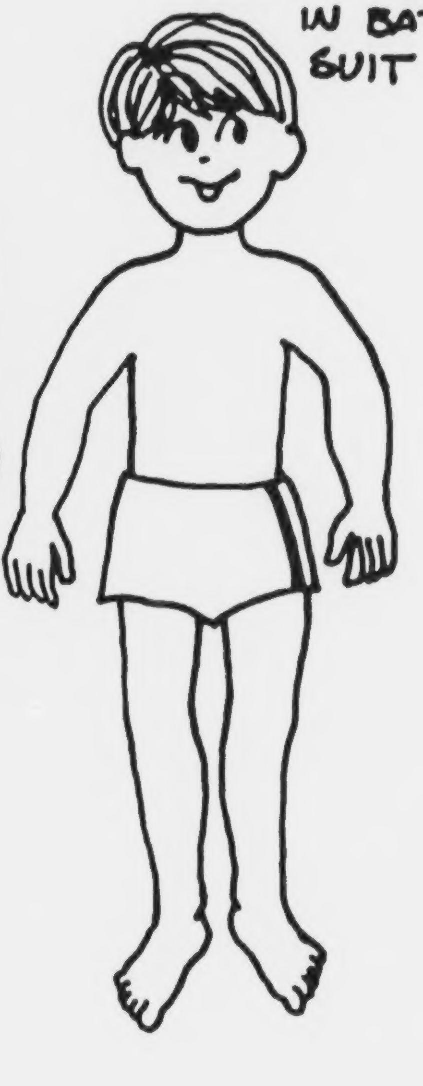


FLANNELBOARD
STORY #2



MOTHER STANDING
IN BATHING SUIT

FLANNELBOARD STORY 2



NEAL STANDING
IN BATHING
SUIT

FINGER PLAYS

FIVE LITTLE CHILDREN

Five little children
  (Hold up five fingers)

Playing on the shore,
One went fishing
(Pretend to be casting fishing rod)

And then there were four.
  (Hold up four fingers)

Four little children
  (Hold up four fingers)

Swimming out to sea,
  (Make swimming motions)

One went back
  (Wave hands goodbye and swim back)

And then there were three.
  (Hold up three fingers)

Three little children said,
  (Hold up three fingers)

"What do we do?"
One built a sand castle
  (Pantomime building castle)

And then there were two.
  (Hold up two fingers)

Two little children
  (Hold up two fingers)

Reading in the sun,
  (Act like reading)

One went for drinks
  (Turn up make believe glass like it's being
  drunk from)

And then there was one.
  (Hold up one finger)

One little child
  (Hold up one finger)

Didn't want to stay.
He said, "I'm bored"
and he walked away.
  (Make walking motion with fingers)

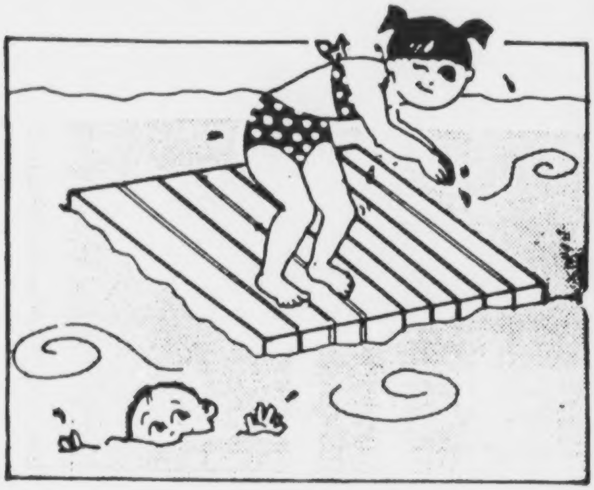
SWIMMING LESSONS

I want to learn to swim
  (Point at self)

Out in the ocean blue.
  (Make waves with hands)

I want to learn to swim,
  (Point at self)

Who'll teach me, will you?
  (Point at self and then point out)



ONE LITTLE SEASHELL

One little seashell
  (Hold up one finger)

Lying on the shore
In rolls a wave
  (Make waving motion with hand)

Then there's one more.
  (Hold up two fingers)

Two little seashells
  (Hold up two fingers)

Lying side by side
One gets picked up.
  (Bend over like picking up)

One washes away with the tide.
  (Wash shell away with hand)

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Pasta Jewelry

Talk with the children about the treasure described in the poem, mentioning the different types of jewelry the ship was laden with. Then help the kids create their own pieces of jewelry.

You Will Need:
baker's clay (see the recipe below)
food coloring (3 or 4 colors)
various shapes and sizes of pasta
oven

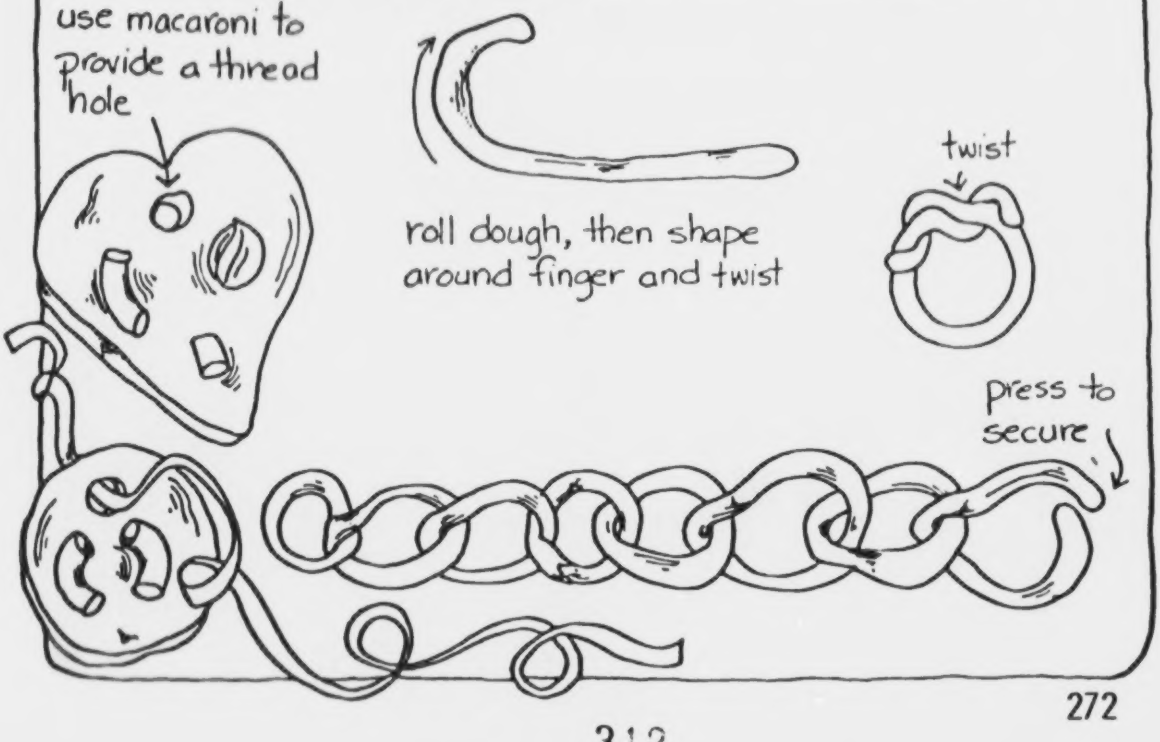
Here's What To Do:

1. Make up a batch of baker's clay. To make it, combine one cup flour with one cup salt and enough water to give the clay the consistency of playdough. Divide the clay and add a different food coloring to each part.

2. Give each child a few chunks of different colored clay and some pasta pieces (pasta can be colored or used as it is).

3. Encourage the children to create different pieces of jewelry by combining the clay and the pasta.

4. Bake the jewelry at 200 degrees for five to ten minutes.


use macaroni to provide a thread hole
roll dough, then shape around finger and twist
twist
press to secure

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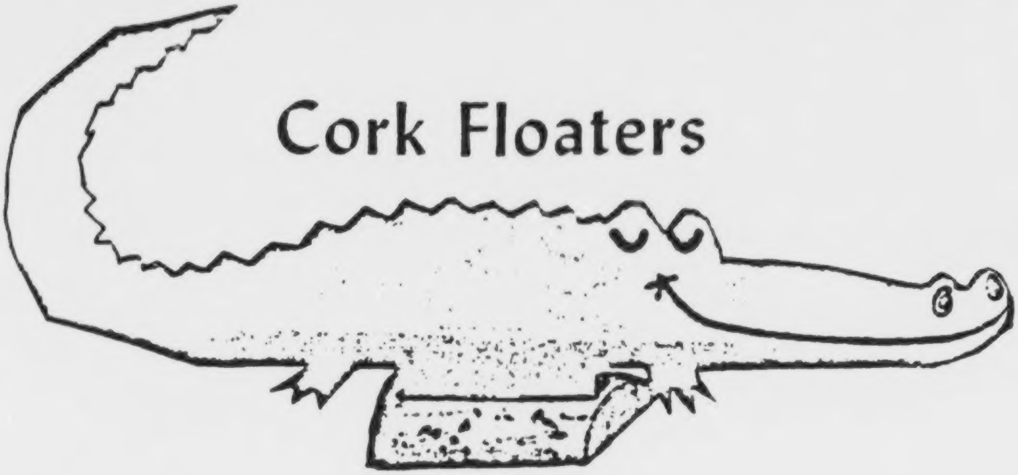
Cork Floaters



Materials

- a large cork stopper
- blunt scissors
- cardboard
- a thumbtack
- crayons

Use only half of a cork stopper for each floater. Ask Mother or Dad to cut the cork stopper in half. You can make two floating toys out of one cork.

Lay one cork half on its flat side. In the center of the rounded side, cut a small slit. This slit will hold the cardboard cutout.

Draw a duck on cardboard with a small tab at the bottom. The tab will fit in the slit of the cork.

Color the duck on both sides with wax crayons to waterproof it. Cut it out and stick the tab in the slit. Stick a thumbtack on the cork to weight it.

You can make all kinds of cork floaters. The other half of the cork is waiting.

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Fishing Game

After the children complete this activity, they can use the paper whales they make in a fishing game.

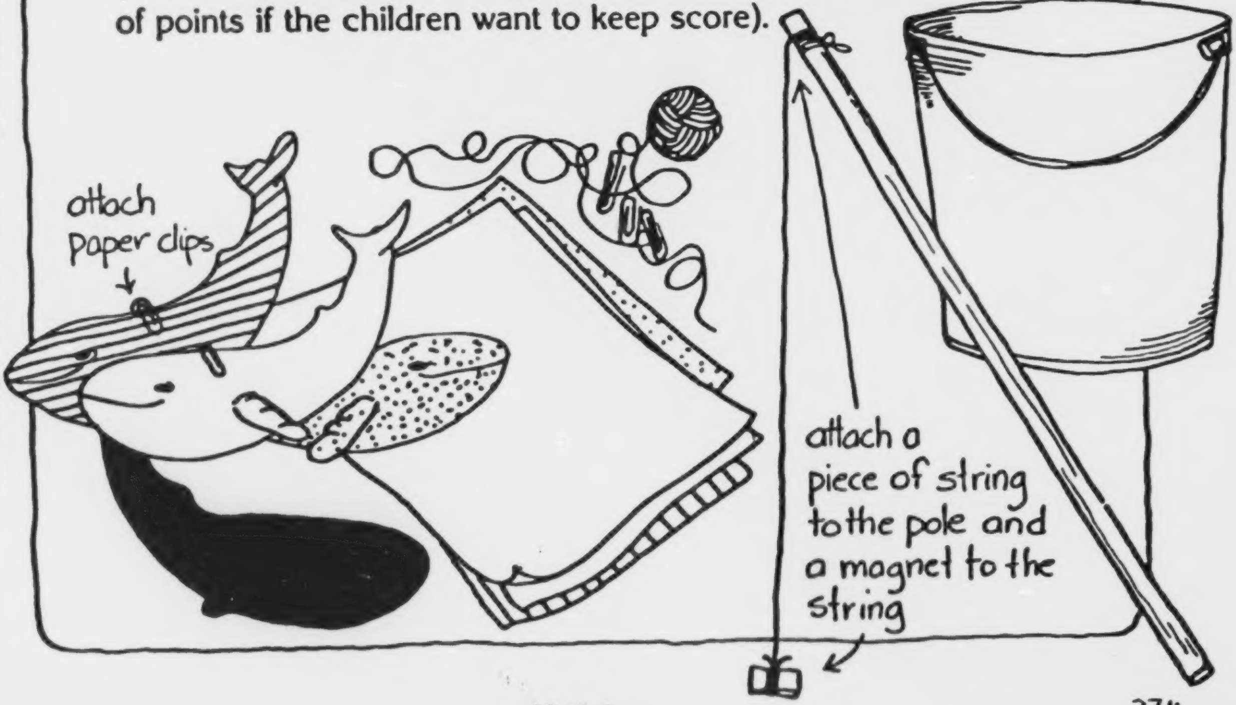
You Will Need:
pail
sticks or dowels
assorted colors of construction paper
magnets (one or more depending on how many fishing poles you use)
string
paper clips
scissors

Here's What To Do:

1. Have the children cut several whales from the construction paper and attach a paper clip to each (provide a simple whale pattern if necessary).

2. Help the kids tie a piece of string to one end of their stick and attach a magnet to the other end of the string.

3. Put the whales in the pail and let your anglers start fishing (each color of construction paper can be worth a certain number of points if the children want to keep score).


attach paper clips
attach a piece of string to the pole and a magnet to the string

Gift from a Mermaid

You will need a large (one-gallon or larger), round, clear plastic bottle; blue food coloring; rubbing alcohol; mineral oil; paraffin wax; and a large paper bag. Fill half the bottle with mineral oil. Add blue food coloring until the oil is deep blue. Slowly pour in rubbing alcohol until the bottle is full. Screw the lid on tightly. For added protection, seal the cap with paraffin wax. Place the bottle in the bag.

In a small village in a faraway land, there lived an old woman. "Ah-nalee, Ah-nalee, come here," she called.

The little girl came running and knelt down by the side of the old woman's bed.

The old woman lifted the lid from a small jeweled box and took out a gold coin. "Tomorrow will be your tenth birthday," she said. "Take this gold coin and go down to the sea. When the sun is high overhead, toss the coin into the water."

At noon the next day, Ah-nalee went down to the sea. She threw the coin into the water and waited. The cool, blue water lapped at her bare toes. In and out, in and out, went the waves.

Then up through the waves came a beautiful mermaid. She spoke to the little girl. "Long ago your great-grandmother befriended me and I gave her a gold wishing coin. I told her that if her first great-granddaughter, on her tenth birthday, would return it to the sea, I would grant the girl a birthday wish. What is your wish?"

Ah-nalee quickly answered, "Give me all the gold coins in the world."

"I cannot do that," said the mermaid, "for then no one else would have any. They would not be able to buy food or clothes or have a place to live." The mermaid went back into the water.

The cool, blue waves swished higher and higher. They lapped at the little girl's feet. In and out, in and out, they went. Up through the water came the mermaid. "Do you have another wish?" she asked.

Ah-nalee answered, "Give me all the flowers in the world."

"I cannot do that," said the mermaid, "for then no one else would be able to smell their sweetness or see their beauty." The mermaid went back into the water.

The cool, blue waves swished higher and higher. They lapped at the little girl's ankles. In and out, in and out, they went. Up through the water came the mermaid. "Do you have another wish?" she asked.

Ah-nalee answered, "Give me all the waves in the sea."

From Is Your Storytale Dragging?, Jean Stangl, 1988 (c) Fearon Teacher Aids, Simon and Schuster Supplementary, Education Group, P.O. Box 280, Carthage, IL 62321.

"I cannot do that," said the mermaid. "The waves are part of the sea. They stretch out across the world and they belong to all the people." The mermaid went back into the sea.

The cool, blue waves swished higher and higher. They lapped around the little girl's legs. In and out, in and out, they went. Up through the water came the mermaid. "Do you have another wish?" she asked.

"Yes," Ah–nalee answered. "My wish is that everyone have a few gold coins to spend, pretty flowers to smell, and ocean waves to roll in around their feet."

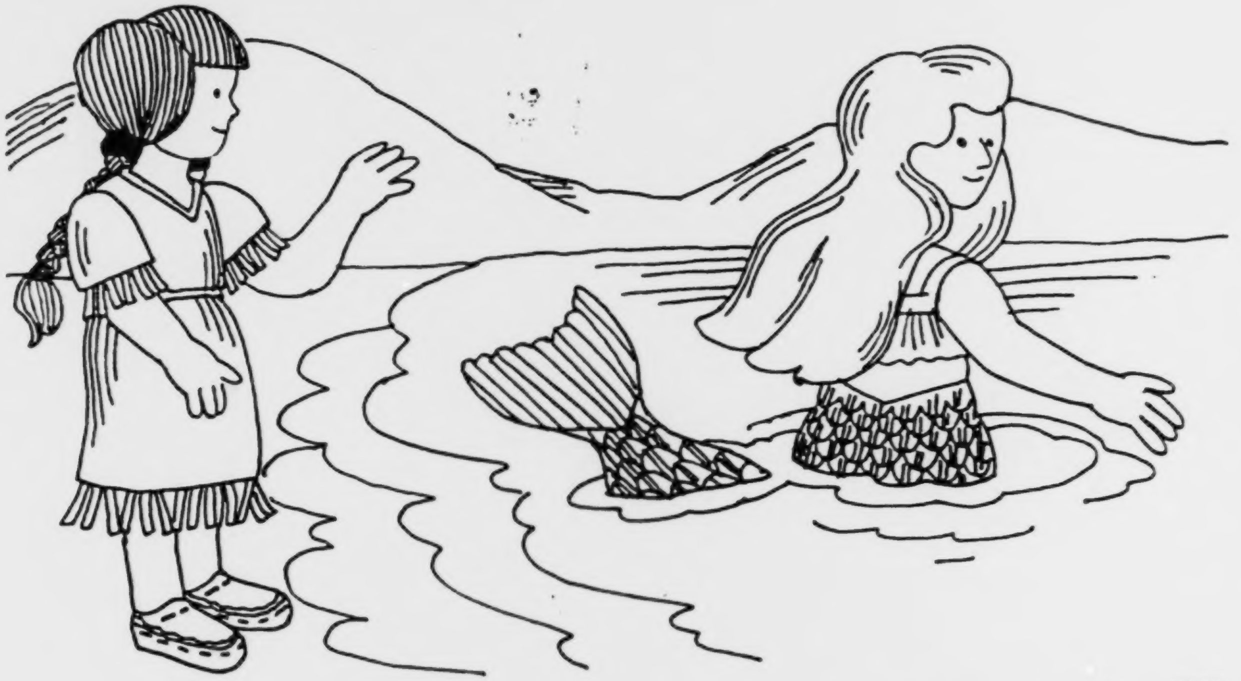
The mermaid smiled and went back into the sea.

The cool, blue waves swished higher and higher. They lapped at the little girl's knees. In and out, in and out, they went. Then a great gust of wind came and blew the waves far out to sea.

Ah–nalee knew that she would never see the mermaid again. As she turned and started home, something rolled against her feet. The little girl looked down and there in the sand was her birthday gift. The mermaid had left Ah–nalee her very own . . . *(remove the bottle from the bag, hold it flat, and slowly tip the bottle back and forth to give the effect of ocean waves)* blue wave.

Activity:

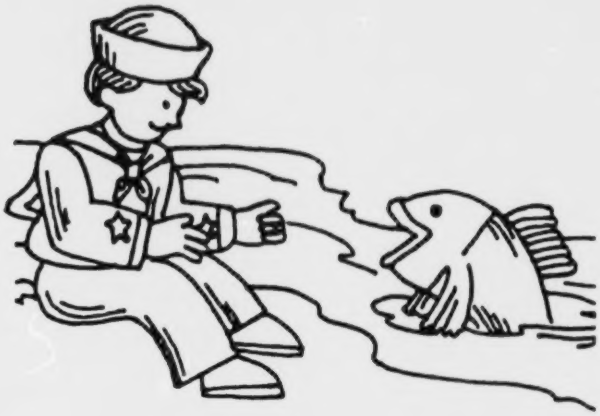
Have the children bring in a jar or bottle. Provide mineral oil, blue food coloring, and rubbing alcohol so they can make their own "bottle waves."



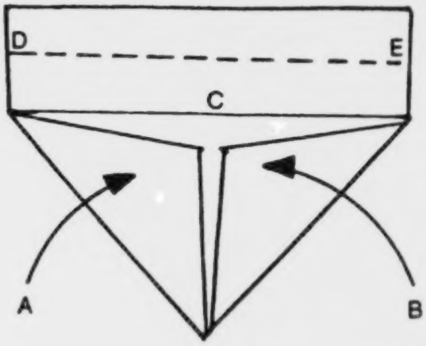
Sailor Boy

(paper folding)

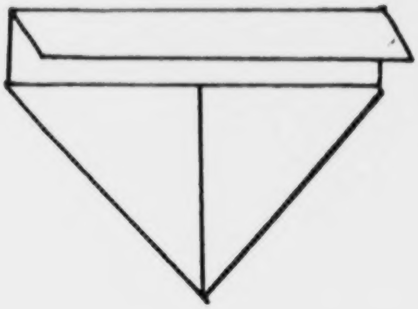
You will need one 8½" x 11" sheet of newsprint. Duplicate the pattern on page 17 on the newsprint. As you tell the story, fold the paper as indicated.



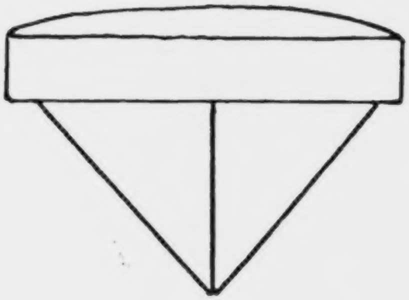
Once there was a tiny boy no bigger than your fist. *(Fold newsprint in half along line A-B. With the folded edge facing you, fold A to C and B to C.)* He lived near a small river that fed into the sea. The tiny boy wanted to be a sailor and sail far away. *(Fold one side of the open edge down along line D-E. Turn the paper over and turn the other edge down.)*



But the people said, "We are too far from the sea and a boat could never come into so small a river. And, tiny boy, you are much too small. You will never be a sailor." *(Fold both folded edges down once again to form a hat.)*



Every morning the tiny boy put on his sailor hat *(place the hat on your head)* and went down to the river. He sat all day on the river bank waiting for a boat to sail in. At night he went home. Day after day he went to the river, but the boat never came.



One day while he was waiting and watching, a giant fish swam up through the water. The fish said, "Tiny boy, if you will pull this hook from my mouth, I will grant you a wish."

From Is Your Storytale Dragging?, Jean Stangl, 1988 (c) Fearon Teacher Aids, Simon and Schuster Supplementary Education Group, P.O. Box 280, Carthage, IL 62321.

The boy pulled out the hook.

"Thank you," said the fish. "What do you wish?"

"I wish that I could be a sailor and sail far out to sea," answered the boy.

"Take off your hat and set it in the water," said the fish.

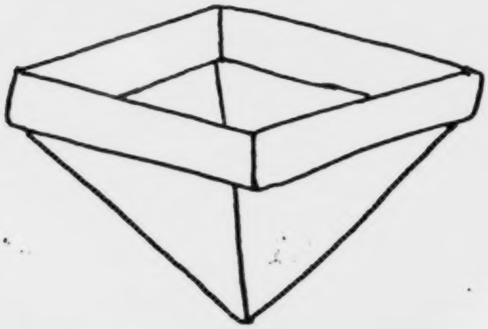
And the tiny boy did. *(Remove the hat from your head and lay it on its side on the table.)*

The fish swam around and around the hat. Faster and faster it went.

As the boy watched *(turn the hat point down and pull out on the sides to make a boat)*, the hat turned into a boat—a boat just the right size for the tiny boy.

"Jump in," said the fish.

The boy climbed into the boat and sailed away. And off swam the fish. *(Push the boat about on the table.)* Down the river and out into the sea the boy sailed in his very own boat. Up and over the white-capped waves they went. The tiny boy sailed all through the day.

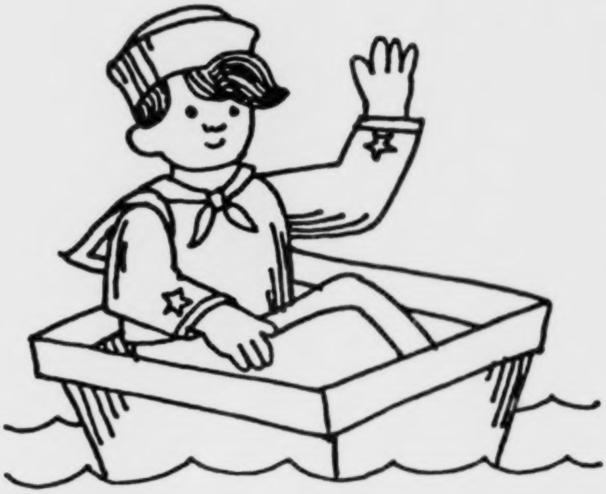


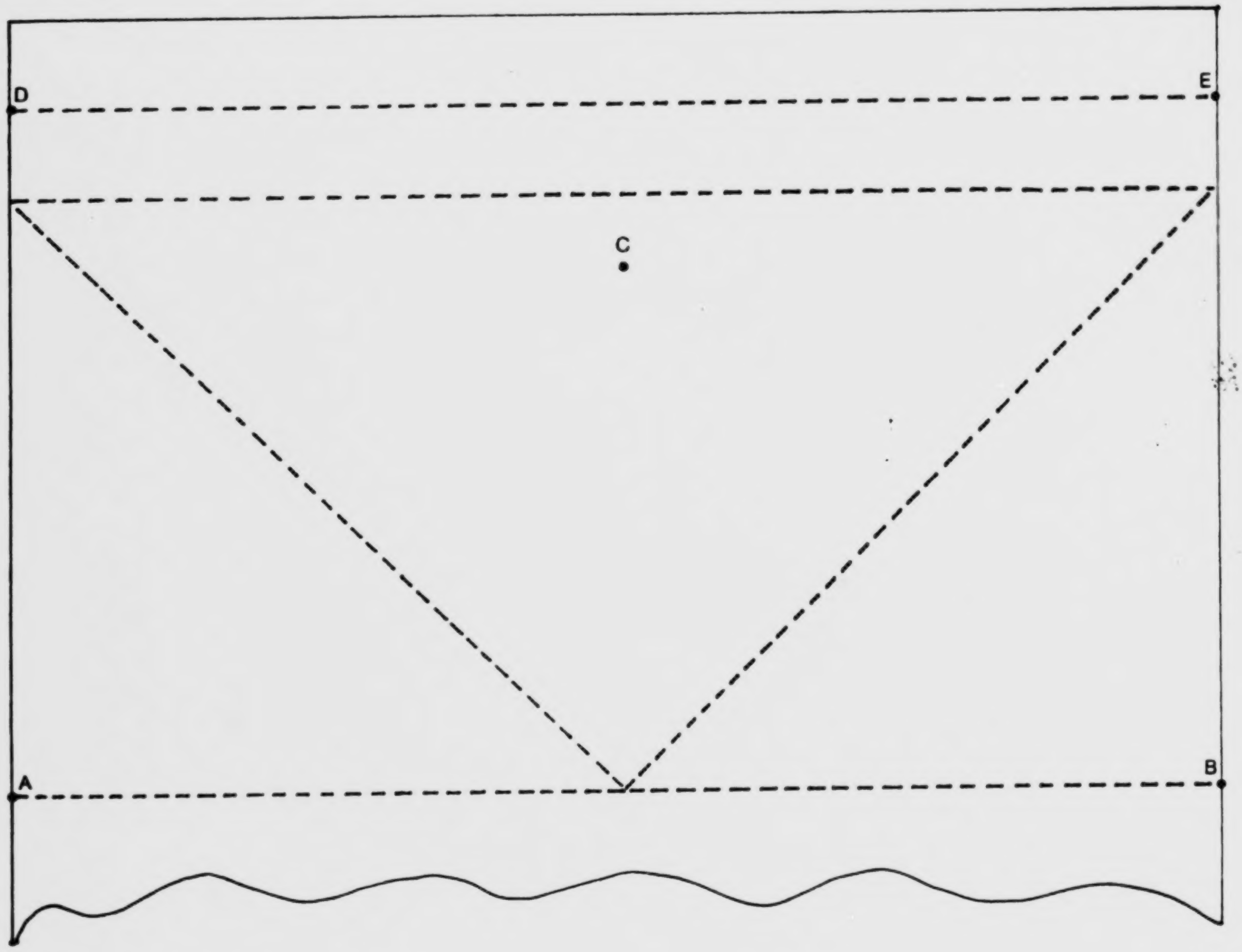
As evening came, a gust of wind turned the boat around and blew it back across the sea and up the river to where the tiny boy lived. *(Push the sides of the boat in and lay it on the table.)*

The boy climbed out of the boat, put on his hat *(place the hat on the top of your head)*, and went home.

Activity:

Provide newsprint or sheets of newspaper and show children how to fold the paper into a hat and then into a boat. Children may also wish to decorate their hats and boats.



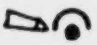

D
E
C
A
B

A TELL·AND·DRAW STORY

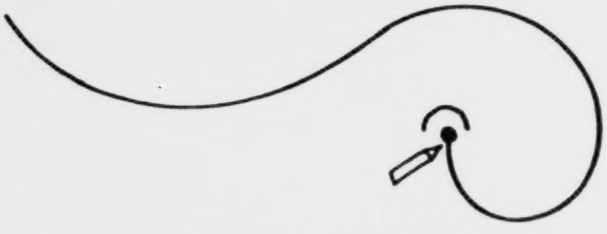
Tell and Draw stories are such fun. As you draw each feature (in a larger size of course!) you tell the corresponding part of the story. The children will rivet their attention on you and your drawing surface. You can use a chalk board with colored chalk, use crayons or broad tip markers on a large piece of posterboard, or a large pad of paper, or even tape smaller pieces of paper onto a wall to make up one large area. Use as large a drawing surface as you can find, as the size will add excitement to the presentation.

AT THE BEACH

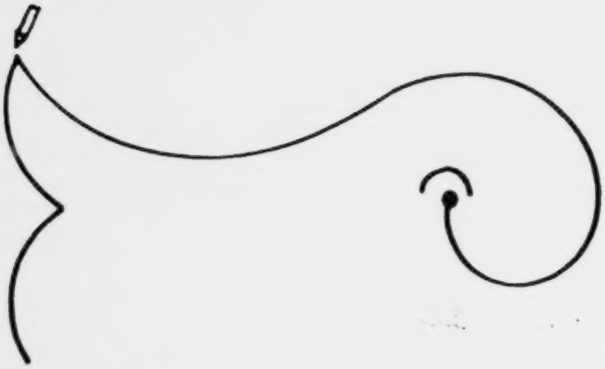
1. Kathy and Steve were at the beach with their Dad. The children were walking in the surf picking up shells.



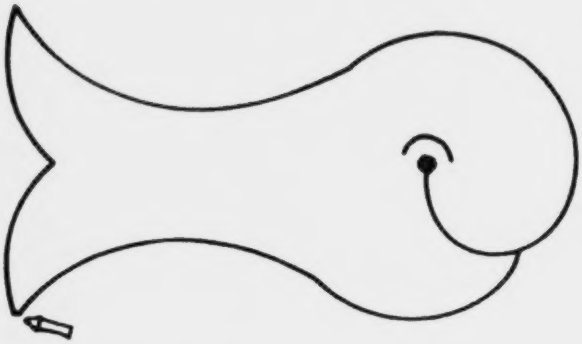
2. A big wave rolled in and Kathy and Steve ran up on the beach so they would not get wet.



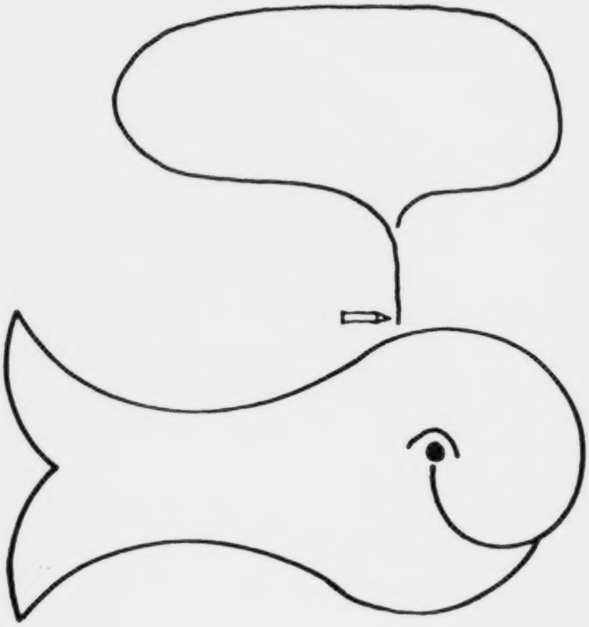
3. The wave rolled back out to sea so the children walked back down to the edge of the water.



4. Dad called the children to lunch. They ran quickly, turning to avoid a sandcastle.



5. Steve, Kathy and Dad sat in a big circle and had a picnic lunch. While they were eating, Dad looked out at the ocean and what do you think he saw? (Let children answer: A whale!)



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ACTIVITIES

WE'RE GOING TO THE BEACH

We're going to the beach today.
(Use happy tone of voice)
The sun is shining, hurray, hurray.
(Point to "sun")
We've packed our lunch.
(Pantomime packing lunch)
We'll eat a bunch.
(Pantomime eating)
Oh, we're going to the beach today!

We were going to the beach today.
(Use dejected tone of voice)
The sun was shining, but it went away.
(Look for the sun)
Now at home we have to stay
(Make groaning sound)
In our rooms we'll have to play.
(Pretend to play)
Oh, we can't go to the beach today!
The rain is falling down,
(Make rain with fingers)
And puddles are spreading all around.
(Make "puddles" with hand motions)
So let's lay a blanket on the floor.
(Make spreading motion)
We'll make believe we're at the beach,
(Pretend to be "sunning" on the floor or swimming)
And all the bad weather we'll ignore!

MY CASTLE

I keep shoveling wet sand into my pail,
(Make shoveling and dumping motions)
And dumping it, until I have a mound as
big as a whale.
At the wide round bottom, I tightly pack the sand.
(Make wide round shape with arms, pack "sand" with hands)
At the top I shape a point with my hands.
(Make point with fingers)
I dig around my castle to make a moat.
("Dig" in a circular shape,
pretend to be pouring water)
I fill it with water and
use a leaf as a boat.
I stand back to see what I have done.
(Take a step back)
Oh, building castles in the sand
Is such fun!
(Raise arms up and smile)

LET'S SING

AT THE BEACH

Tune: "Round The Mulberry Bush." Perform actions as words suggest.

This is the way we pick up shells, pick up shells, etc.
This is the way we pick up shells on a day at the beach.

This is the way we feed the birds, feed the birds, etc.
This is the way we feed the birds on a day at the beach.

This is the way we go for a swim, go for a swim, etc.
This is the way we go for a swim on a day at the beach.

This is the way we dig in the sand, etc.
This is the way, etc.

This is the way we put sunscreen on, etc.
This is the way, etc.

TO THE BEACH

Tune: "Mary Had A Little Lamb."
Perform actions as words suggest.

We are going to the beach today, beach today, beach today.

We are going to the beach today, oh won't you come along?

We'll build castles in the sand today, sand today, sand today.

We'll build castles in the sand today, oh won't you come along?

We've packed a picnic basket full, basket full, basket full.

We've packed a picnic basket full, oh won't you come along?

We'll laugh and swim and play all day, play all day, play all day.

We'll laugh and swim and play all day, oh won't you come along?

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LANGUAGE GAMES

EXPLORING WET SAND

After the children have had the opportunity to work with dry sand, add water to small tubs of dry sand and let them experience wet sand. Let them touch it. *"Does it feel differently than the dry sand?"* Have them get some wet sand in their hand and squeeze it closed. Count to 'five' with the children and then have them slowly open their hands. *"What does your sand look like now?"* Put the sand back in the tub. Give each child a small cookie cutter. Let him/her make a design in the sand. Go around and let each child tell what design s/he made.

ACTIVE GAMES

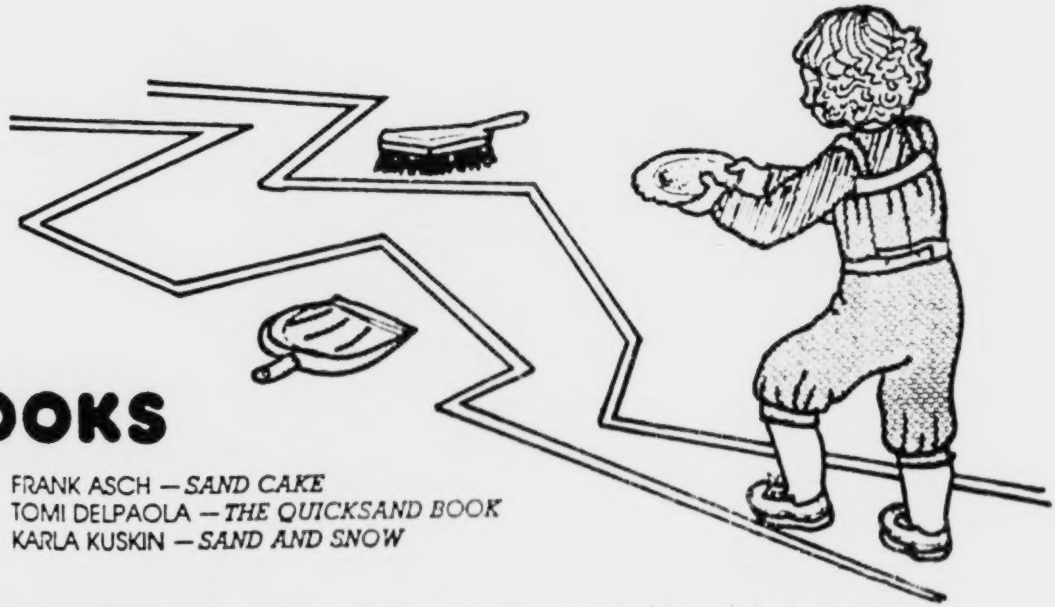
FOLLOW THE MAZE

Before circle time, make a maze with colored tape in an open area of the room. Get a small paper plate for each child and a bucket of sand.

Give each child a plate. Let him/her scoop a small amount of sand onto his/her plate. When everyone has sand on his/her plate, have him/her walk along the maze while balancing the plate of sand. Have several small brooms and dustpans available, so that if a child should spill sand s/he can readily sweep it up.

EXTENSION:

As the children improve their balancing skills, have them move in different ways along the tape or have them try to balance the plate full of sand on a different part of their body such as the other side of their hand, their head, their foot, and so on.



BOOKS

FRANK ASCH — *SAND CAKE*
TOMI DELPAOLA — *THE QUICKSAND BOOK*
KARLA KUSKIN — *SAND AND SNOW*

In the Deep Blue Sea

- Make a diver's mask for each Diver Cut a $2\frac{1}{2}$-inch section out of an oatmeal box or other round cardboard container that measures 4 inches across Cut a notch to fit over the child's nose in one edge of the section Place a piece of clear plastic wrap over the other end and secure it with a rubber band Cover the outside of the cardboard section with construction paper Attach thick yarn to the sides of the mask to use for tying behind the child's head

- Make a forehead mask for each Fish Cut a fish shape out of colored construction paper and add details with a black felt-tip marker. Attach the fish shape to a paper headband that fits around the child's forehead, making sure that the bottom of the fish shape is above the child's eyes

- Make a forehead mask for each Crab Cut a crab shape out of orange construction paper and follow the directions for making the Fish mask above

- Have the children who act the part of the Octopus all dress in the same color (gray or white, if possible)

- Make a forehead mask for each Oyster Cut an oyster shell shape out of white construction paper and follow the directions for making the Fish mask above

- Make an underwater mural to use as a backdrop for the stage Paint the background blue. Then glue on sand, crepe paper "seaweed" and precut shapes of coral, fish, shells, etc

- Throughout the performance, have the characters who are standing offstage blow bubbles out onto the stage

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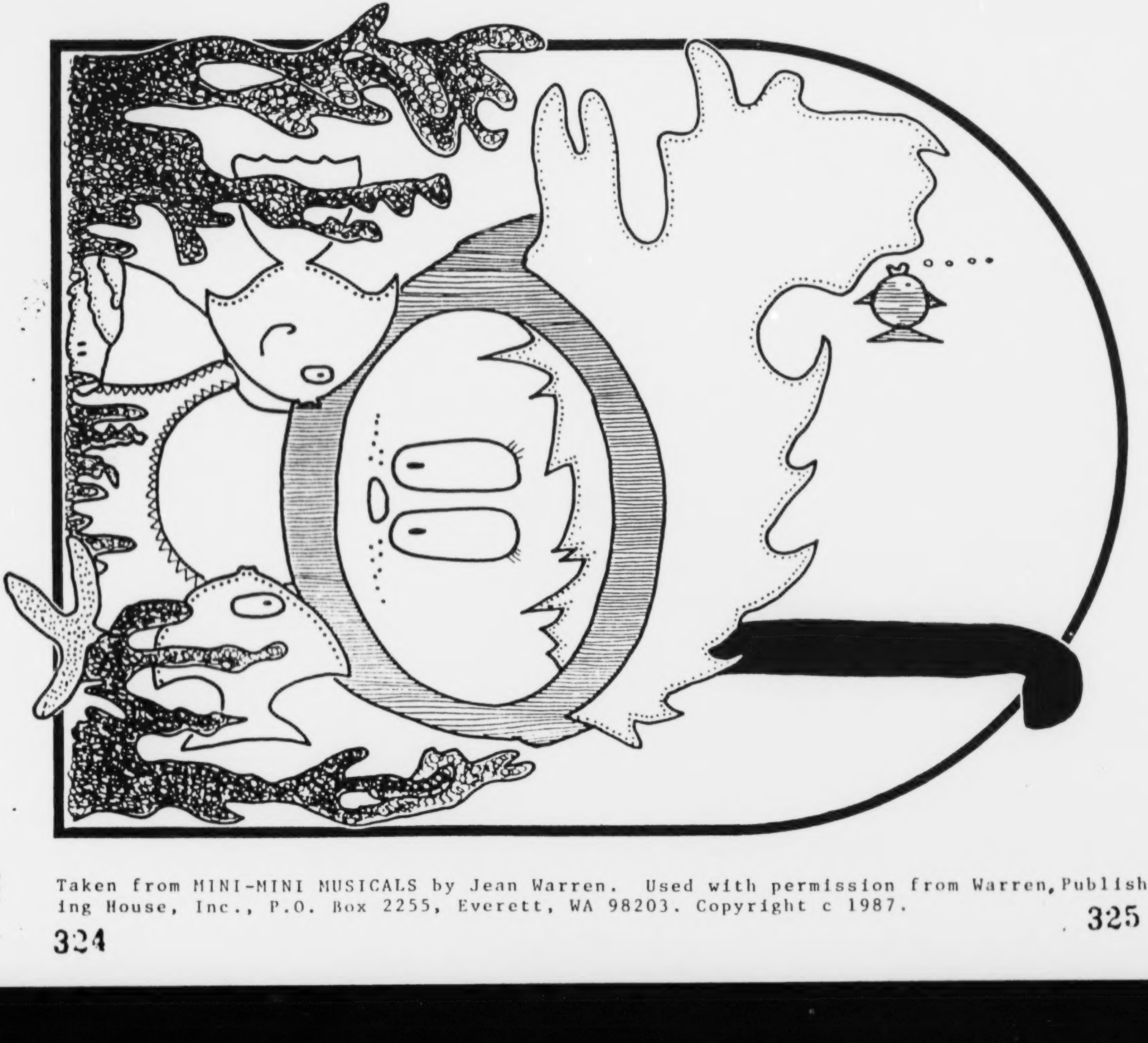

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In the Deep Blue Sea

CHARACTERS:

Narrator (Adult)
Divers
Fish
Crabs
Octopus
Oysters

(Divers are onstage by the sea. One by one, they jump into the water.)

NARRATOR: Look! The divers are jumping into the deep blue sea!

(Divers swim around stage.)

DIVERS:

DOWN, DOWN, DOWN WE GO
Sung to: "Row, Row, Row Your Boat"

Down, down, down we go
To the bottom of the sea.
What will we find today?
What treasures will we see?

NARRATOR: Here comes a school of fish!

(Fish swim onstage.)

FISH:

Glub, glub, glub, glub.
How are you today?
What kind of fish are you?
Can you stay and play?

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DIVERS:

Thank you, little fish,
We wish that we could stay.
But we are busy divers.
We have no time to play.

FISH:

Goodbye, funny friends,
We wish that you could stay.
But if you have work to do,
We'll be on our way.

(Fish swim offstage while Divers continue swimming around.)

DIVERS:

Down, down, down we go
To the bottom of the sea.
What will we find today?
What treasures will we see?

NARRATOR:

Look! Here come some crabs!

(Crabs crawl sideways onstage.)

CRABS:

WE'RE LITTLE PINK CRABS
Sung to: "Little White Duck"

We're little pink crabs
Who live down in the sea,
And wherever we go,
We're quick as we can be.
We always like to run and hide,
And when we walk, it's from side to side.
Oh, can you stay
And play awhile with us?
Please, please, please!

DIVERS:

Hello, little crabs,
We're divers in the sea.
We came on down
To see what we could see.
We hope to find some treasure here.
Do you know of some treasure near?
Oh, we're busy little divers
With no time to play.
We're on our way.

(Crabs crawl offstage while Divers continue to swim around.)

NARRATOR: Here comes an octopus! Maybe she knows where to find some treasure.

(Four children walk onstage with their backs facing and their arms linked to make an Octopus. The children sit down and move their legs open and closed.)

OCTOPUS: **OH, WHAT A BEAUTIFUL MORNING**
Sung to: "Oh, What a Beautiful Morning"

Oh, what a beautiful morning,
Oh, what a beautiful day.
I love to swim in the ocean,
Moving my legs this way.

I love to play in the ocean,
I love to play in the bay.
But I haven't seen any treasure.
Can't you stay and play?

DIVERS: We'd love to play in the ocean,
We'd love to play in the bay.
But we must look for treasure,
So we'll be on our way.

(Divers continue swimming around stage. Fish, Crabs and Oysters swim onstage. Oysters sit down with knees pulled up to chests, arms crossed on knees and chins resting on arms. Each one hides a pearl prop in his or her lap.)

ALL SEA CREATURES: **WONDERS EVERYWHERE**
Sung to: "Up on the Housetop"

Here come the divers one by one,
Searching for treasure, that's no fun.
They should stop and look around,
Wonders everywhere could be found.
Shells, shells, shells, seaweed, too,
Lots of coral, pink and new.
Oh, how we wish that they would stay
To see the beauty here today.

ALL SEA CREATURES:

SHELLS, SHELLS, SHELLS
Sung to: "Jingle Bells"

Giant shells, tiny shells,
Shells wherever you look.
There are so very many shells,
You could write a book.
Rainbow shells, purple shells,
Shells that curve around.
Can't they see the beauty here
Just lying on the ground?

NARRATOR:

Come on, let's go play!

(All Sea Creatures, except Oysters, swim offstage. Divers swim over to Oysters.)

DIVERS:

HELLO, LITTLE OYSTERS
Sung to: "Little White Duck"

Well hello, little oysters,
How are you today?
How come you
Did not go off to play?

OYSTERS:

We wish that we could swim away,
But we're so heavy we cannot play.
We're poor little oysters
With rocks inside our shells.
Can you help?

DIVERS:

Well now, little oysters,
We should be on our way,
But we will stop
And help you out today.
Open up your shells real wide,
And we'll take out what is heavy inside.

(Oysters raise heads and arms. Divers lean over Oysters and take out pearls.)

OYSTERS:

Oh, we're happy little oysters
Who now can run and play.
Hip, hip, hurray!

(Oysters swim offstage. Divers face audience while holding up pearls.)

DIVERS:

ROCKS, ROCKS, ROCKS

Sung to: "Row, Row, Row Your Boat"

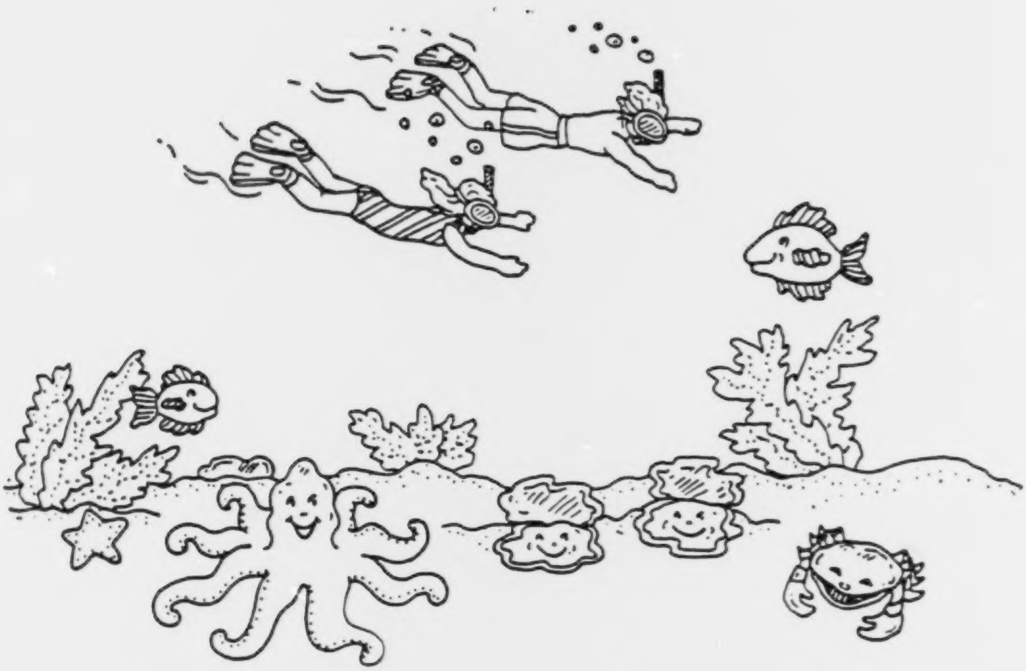
Rocks, rocks, rocks we've got,
Let's give our rocks a hurl.

(Divers start to throw away pearls, then stop and look at them carefully.)

Golly, gee, look and see,
Our rocks are really pearls!

THE END

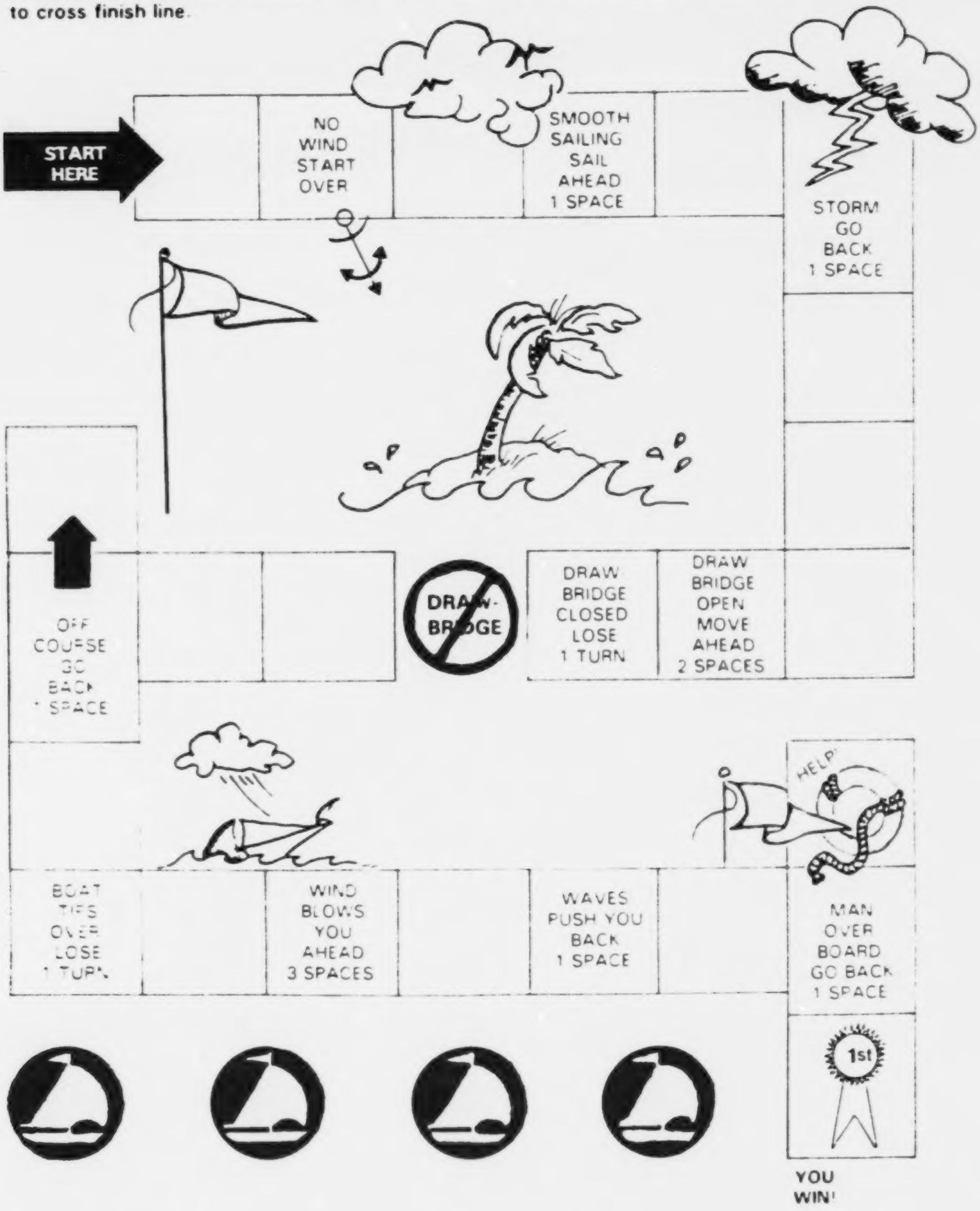
Suggested Props: Ping-Pong balls or tennis balls to use as pearls for Oysters. Additional prop and costume suggestions for this musical can be found on p. 76.



Sailboat Race

by Sherry Gewin

Cut out your boats and hurry to the sailboat races. Toss two pennies to determine moves – two heads, move one space; two tails, move two spaces; one head and one tail, move three spaces. First one to cross the finish line wins – but you must toss the exact number needed to cross finish line.


START HERE
NO WIND START OVER
SMOOTH SAILING SAIL AHEAD 1 SPACE
STORM GO BACK 1 SPACE
DRAW-BRIDGE
DRAW BRIDGE CLOSED LOSE 1 TURN
DRAW BRIDGE OPEN MOVE AHEAD 2 SPACES
OFF COURSE GO BACK 1 SPACE
BOAT TIPS OVER LOSE 1 TURN
WIND BLOWS YOU AHEAD 3 SPACES
WAVES PUSH YOU BACK 1 SPACE
HELP!
MAN OVER BOARD GO BACK 1 SPACE
1st
YOU WIN!

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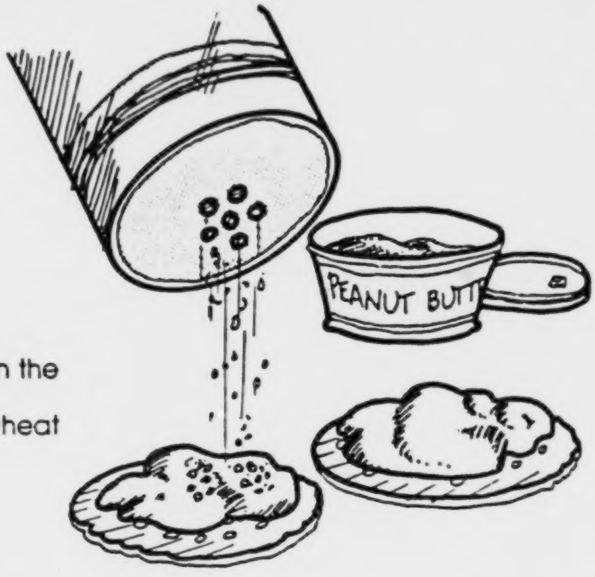

SAND DOLLARS

YOU'LL NEED

Round crackers
Peanut butter
Wheat germ
Parmesan cheese

TO MAKE: Spread peanut butter on the crackers. Let the children sprinkle "sand" on each one by adding wheat germ and parmesan cheese.

FIELD TRIPS

- Spend a day at the beach. Enjoy digging, piling, shaping, and sifting both wet and dry sand. As the children are enjoying their play, ask them questions such as, "Do you like to play in wet or dry sand? How does the sand feel on your skin? What is your favorite thing to play in the sand?"

LANGUAGE GAMES

TELEPHONE	Give each child a toilet paper core. Have him/her hold it up to his/her ear. Quickly go to each child and make a *'phone call'*. Tell the child one thing that you like to do in the sand. When you have finished making all of your *'phone calls'*, let each child tell the group the one thing that you had told him/her in the *'phone call'* and one thing that s/he likes to do in the sand. At art give the children each another toilet paper roll and a piece of 12" string. Decorate the rolls and then attach to make *'telephones'*.
FEEL AND GUESS	Before circle time, get one pail of sand and a small object for each child, such as a comb, ball, block, car, etc. Give one object to each child. Have him/her identify it and then come up to the pail and bury it in the sand. When all of the objects have been buried, call a child to come and feel in the sand with his/her hands until s/he finds an object. Feel all around the object and try to guess what it might be. Then pull the item out and put it on a tray beside the pail. Continue until all of the objects have been found.
CREATIVE THINKING	Ask the children, *"Where are all of the places that we could find sand?"*

THEME: A Treasury of Poetry and Song

AGE RANGE: Non-graded

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When the miller's daughter enlists the help of a strange little man who offers to spin the king's straw into gold, little does she know what price she will pay.

This chant can be tackled in several ways depending on the size of the group. The first verse can be said in unison; then individuals can take two lines each, working through the animals. Noah and his wife then have parts until the unison chanting of "We're quite ready to disembark . . ."

The different sounds made by the animals can be heightened by initative sounds or by actions. If the group is large enough this aspect can be taken by non-chanters.

Children will discover that they can change some sounds. For instance, the chanters can growl the word "growl" and make it quite elongated. Or they may change "Whoa!" shouted Noah to "Wo -- ah" shouted Noah!

The last three lines can be chanted very softly as a contrast to all the activity in the previous lines.

The separate images of the chant may be illustrated and put together as a "roller show". For instance, ask several children to illustrate the introductory scene on the ark; then one can draw the bear rocking in its chair being stung by the bee; another can draw the bear growling at the mouse that is peeking out of its house, and so on.

All the drawings can be assembled in sequence and fastened together. A theatre can be made by cutting away the front of a big cardboard box. Cut two holes in each side of the box. The beginning and end drawings are attached to broom handles, and all the intervening drawings rolled on. Then the story of the chant can be 'rolled' from beginning to end.

While the story is being shown, the chant can be read in unison or by individuals taking roles. Such a show could become a travelling show, one to be shared with other groups. Many skills come together in one enjoyable experience -- and all because of that Noah and his ark.

Note: Could also be made into cumulative flannelboard.

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Noah and his ark

The animals were crowded
and the rain
wouldn't stop
They were jammed
up like traffic
but there was
no cop
They jiggled and
they wiggled
in the dismal dark
Oops!Oh lordy
trouble started
in the ark

Bee stung bear
who was rocking in her chair

Bear growled at mouse
through the hole to her house

Mouse squeaked at frog
who was trying to jog

Frog croaked at pig
in her brand new wig

Pig squealed at cat
with his tall silk hat

Cat meowed at snake
who was just awake

Snake hissed at cow
who said, "Yikes it's a row"

Cow mooed at dog
as he peered through the fog

Dog barked at fox
who was darning his sox

Fox snarled at lion
And lion
went cryin'
in his big gold boa
straight to Noah

"Whoa!" shouted Noah
"This noise is too big!"
When along flew a dove
with an olive twig

"Dear," said his missus
"Isn't this grand?
Look out there
at all of that land.
The rain has stopped;
Let's all get out."
The animals cheered
and began to shout,
"We're quite ready
to disembark.
Thank you Noah
for the ride
on your ark!"

The sun came out,
a rainbow shone;
It only took a minute
and the animals were gone

"Whew" sighed Noah.
"They nearly caused a riot."

His wife made tea
and they drank it
in the quiet.

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YOUNG ADULTS

STORYTIME COMPONENTS

Program and Workshop Ideas and Resources for Young Adults and Children

Resource People

The people listed below have conducted very successful programs for young adults/children in libraries and museums. They should be contacted at least six months in advance of the proposed program date.

Diane Bullard
Naturalist formerly with the Lafayette Natural History Museum and Planetarium-Acadiana Nature Station

Workshops:
ABC's of Nature (ages 4 to 8)
Bugs and Bugging (ages 9 to 11)
Wildflower Identification (ages 10 & up)
Conducts field trips to wildlife refuges, lakes, nature preserves, etc.

Fee: $50 per day or $25, if only one workshop
Travel: Yes, dependent upon schedule
Address: 506 Hidden Acres, Lafayette, La. 70503
Phone:(318) 984-0674

Penny Richard
Photographer, with minor in papermaking & assistant coordinator Iberia Parish Library Summer Workshop Program 1986-90

Workshops:
Papermaking (ages 10 & up)
Bookmaking (ages 10 & up)
Pinhole photography (create camera from oatmeal box) (ages 10 & up)

Fee: $100 per day plus materials
Travel: Yes, dependent upon schedule
Address: 305 Ernest St., New Iberia, La. 70560
Phone: (318)-364-1264

Rose Anne St. Romain
Children's librarian, storyteller, creative dramatist

Workshop:
"Books Come Alive!!" Understanding of prose & poetry is fostered through analysis and dramatic interpretation. (grades 6 to 12)

Fee: $75 per hour plus all expenses
Travel: Anywhere in state, dependent upon work schedule
Address: 3307 Carol Dr. Apt 4., Baton Rouge, La. 70806
Phone: (504) 383-0667

Jody Phillippe Reynolds
Professional entertainer

Programs:
Juggling
Mime
Clowning
Magic
Fee: Available upon request, dependent on length of presentation and distance traveled
Travel: Yes, anywhere in state
Address: P.O. Box 2223, Lafayette, La. 70502
Phone: (318) 235-5334

Diane Greene Kritsonis
Poet in Residence, Carencro Middle School

Workshop:
"Poetry Power!" Various poetry techniques are demonstrated and developed by presenter. Participants learn to brainstorm, revise, work in peer response groups and edit own poems. (grades 5 - 12)
Fee: $75 plus travel expenses
Travel: Anywhere in state, dependent upon work schedule
Address: 707 Park Blvd., Baton Rouge, La. 70806
Phone: (504) 343-5123

Mike Anderson
Storyteller, musician and inventor of junk musical instruments

Workshops:
Creative dramatics (ages 8 to 12)
Junk Musical Instruments (ages 6 to 17)
Dulcimer Construction & Playing (ages 10 to 17)
Programs:
Combines storytelling, instrumental and vocal music for a lively family concert
Fee: $195 per day plus lodging and materials
Travel: Anywhere in state (Available June 12 to July 15, 1991)
Address: P.O. Box 35, Jacksonville, Illinois 62651-0035
Phone: (217) 673-4571

Vicki Chrisman
Reference librarian, amateur philatelist

Workshop:
Stamp Collecting (ages 8 to 16)
Advanced Stamp Collecting (ages 9 to 16)
Fee: $50 per day, plus materials and travel
Travel: Anywhere in state, dependent upon work schedule
Address: P.O. Box 13710, New Iberia, La. 70562
Phone: (318) 369-6321

Debra Simeral
Textile Artist

Workshops:
Basketry
Inkle Weaving (looms may be borrowed from the Iberia Parish Library)
T-shirt tie-dyeing
Fee: $100 per day, plus materials
Travel: Anywhere in state, dependent upon schedule
Address:7021 Cleaton Road, Columbia, South Carolina 29206
Phone:(803) 736-3704

Resource Institutions

Nancy Hawkins
Louisiana Division of Archaeology
Department of Culture, Recreation and Tourism

An excellent source of information on archaeologists who work well with young adults and are willing to present programs.
Address: P.O. Box 44247, Baton Rouge, La. 70804
Phone: (504) 342-8170

Jeff Ehmen
Public Affairs & Education Branch
National Aeronautics and Space Administration

NASA will send, free of charge, a speaker armed with rockets, a space suit and dehydrated space food to give an one hour presentation appropriate for ages 8 to 14 years.
Address: George C. Marshall Space Flight Center, Marshall Space Flight Center, Alabama 35812
Phone: (205) 544-6532

Kurt Overton
New Orleans Museum of Art

NOMA will send its educational van, "Van Go", and docents to give slide-talks on Japanese and African art to children ages 6 to 12 years. No fee but traveling expenses may be charged.
Address: P.O. Box 19123, New Orleans, La. 70179
Phone: (504) 488-2631

Local or regional resources

Home Extension Services

An excellent source of knowledgeable, experienced professionals to give programs on nutritional snacking, quilting, cross-stitching, knitting, etc.

Louisiana Wildlife and Fisheries

Give them a call to find out if the local agency does tours, or if someone on their staff conducts educational outreach programs.

Local educators

Check with local teachers, perhaps they would be willing to tutor or to conduct fun workshops during the summer months.

Hobby shop owners

Many hobbyists, baseball card collectors and model builders, etc., are happy to share their expertise.

Program suggestions (In-house productions)

Buttons & Bows-Staff can be easily taught to make these bows with just a few minutes practice. A popular program as long as bows are in! See included instructions. (ages 8 and older)

Christmas in July-Create an ornament or wreath for the next holiday season. (ages 12 to 18) Instructions included.

Hair braiding-Contact local hair stylists or use in-house talent.
(Ages 12 to 18)

"*Roots for Kids*"-Network with your local DAR Chapter to design a genealogy program using the book, Roots for Kids by Susan Provost Beller, published by Betterway Publications. (4th grade and up)

Calligraphy-Use any calligraphy book that has a simple italic script to stage a workshop. (You will need to meet at least two times.) Instructions included.(grades 7th to 12th)

Bookbinding-Teach simple bookbinding using donated scrap wall paper. See included instructions. (ages 12 to 18 years)

Gyotaku (fish printing)-The most difficult aspect of staging this workshop is finding unscaled, ungutted fish. The Japanese art form is described in an attached article.

ACTIVITIES

Wreathe Easy

Wreath measures approx. 15 inches in diameter. RED HEART® "Candy Cane", 100% acrylic, Art. E.297: 12 ounces of No. 781 Spearmint.

Wire coat hanger.

Purchased decorations.

Large bow.

Shape wire hanger into a ring, then bend hook for hanging loop.

To Make a Bundle: Wind yarn 20 times around a 4-inch piece of cardboard. Slip these strands off cardboard. Then with a separate 8-inch strand of yarn, tie strands together at center (see Figure 1); do not cut. Using the ends of the 8-inch strand, tie bundle to wire of hanger, positioning bundle perpendicular to wire of hanger (see Figure 2).

Make another bundle and tie to wire of hanger adjacent to previous bundle. Continue to make bundles and tie them to wire of hanger in same way, positioning each bundle against previous bundle and working around the circular shape of the wire hanger until entire wire circle is filled.

Trim wreath with decorations and attach bow.

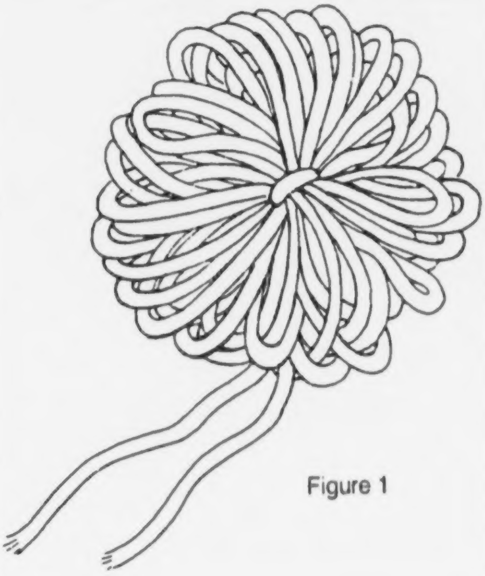

Figure 1

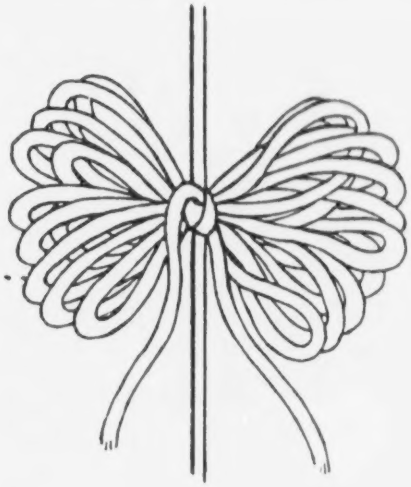

Figure 2

The RED HEART® 4-ply worsted-weight yarns listed below are interchangeable. Be sure to purchase the number of ounces recommended in the pattern.

RED HEART® "Candy Cane", 100% acrylic, Art. E.297 (3 ounce skeins).

RED HEART® "Tinsel Town", 94% acrylic/6% metallic, Art. E.298 (2½ ounce skeins).

RED HEART® "Christmas Yarn", 100% acrylic, Art. E.295 (3 ounce skeins).

RED HEART® "Sparkling Holidays", 93% acrylic/7% rayon, Art. E.299 (2½ ounce skeins).

RED HEART® "Holiday Solids", 100% acrylic, Art. E.303 (3 ounce skeins).

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688 Printed in U.S.A.

BUTTONS AND BOWS DEMONSTRATION

1. Cut paper 5½" x 18" long. You can use Sunday comics, wrapping paper, etc.
2. Cover the paper on both sides with Contact® paper or some other clear adhesive paper.
3. Fold each end of paper 4½" to the center; then staple together the ends.
4. Take ribbon and gather the center together and tie tight.
5. Add large button at center. You can add more ribbon if needed.

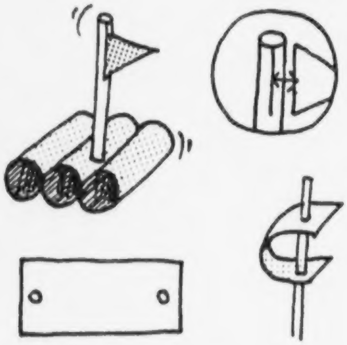
East Baton Rouge Parish Library
Young Adult Division
7711 Goodwood Boulevard
Baton Rouge, Louisiana 70806
389-3356

July 19, 1989

POPSICLE RAFT: Place two popsicle sticks 3" apart and parallel to each other for raft base. Glue popsicle sticks across base to form top of raft. Allow to dry. Paint raft.
Note: To prevent base from moving, glue raft base to sheet of paper. Remove paper when raft is completed and glue is dry.

TUBE RAFT: Color three cardboard tubes. Glue tubes together at sides for raft base. To make sail, cut a slit in straw from open end and only along one side of straw. Slide triangular-shaped construction paper sail into slit. Poke hole in one cardboard tube. Stand straw in hole.
Variations:

A. Instead of triangular-shaped sail, cut strip of paper 3" x 8". Punch hole in each end of strip. Place straw through two holes.
B. Glue raft to blue paper. Raft ahoy!



PEBBLE PICTURE: Collect pebbles. Glue pebbles to a piece of cardboard or driftwood to create picture.
Variation: Glue stones together to form fish, people, or animals. Allow glue to dry. Add facial features with felt-tipped pens.

SHIPS AHOY:	
7 hard-cooked eggs	1/4 teaspoon salt
1/3 cup cream-style cottage cheese	1/4 teaspoon dry mustard

Cut eggs in half lengthwise. Place yolks in dish. Mash with fork. Add remaining ingredients. Mix lightly with fork. Place the yolk mixture into the white halves. For sail, attach toothpick to triangular slice of cheese. Insert toothpick into each egg white.
Variations:

A. Use hard-cooked eggs cut into halves. Do not remove yolks.
B. Instead of eggs, use pear halves with center sides facing upward. Raisins can be used to represent each ship's crew.

FISHERMEN FISHED IN THE WATER: (Tune--"My Bonnie Lies Over the Ocean")

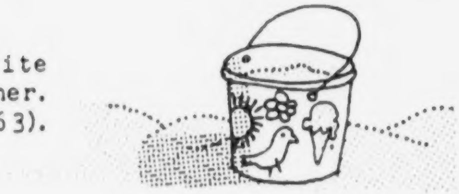
Fishermen fished in the water.
Fishermen fished in the sea.
Fishermen caught a big fish.
But this fisherman can't catch me.

Sit in circle. One player is selected to be Fish. Other players are Fishermen. Fish walks around outside of circle while verse is sung. When last line is sung, Fish touches player closest to him. Player chases Fish around circle. Fish attempts to reach player's place in circle without being caught. Player then becomes Fish. Game is repeated until all players have had a turn to be Fish.

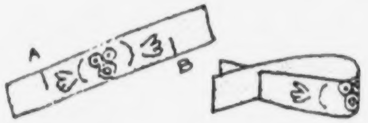
SWIMMING FISH: Pretend to be a fish swimming in the water. What type of fish do you want to be? Lie on your stomach with your arms close to your side. Wiggle your body and try to move. How would you rest when you are tired? How would you eat? Where would you hide if there was danger? Describe what you see in your underwater world. Dramatize the following verse:

There is so much activity beneath the sea.
The crab crawls. The eel wiggles.
The octopus swims. The jellyfish jiggles.
Dramatize the creature you want to be.

SAND PAIL: To form handle, tie rope to opposite sides of gallon, cardboard, ice cream container. Decorate pail using SUMMER COLLAGE (see page 163). Cover finished collage with thin coat of glue.



FISH: Cut a strip of paper 1" x 8". Color paper. Draw fish face on center of strip. Cut 1/2" slots at A and B. Place slot A into slot B to form fish.



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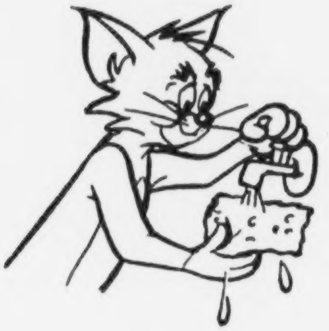
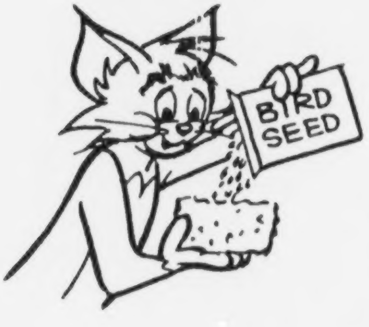
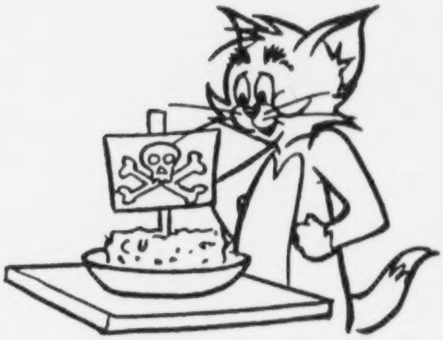
ACTIVITY SUGGESTIONS

Hold a "Treasure Day" and have children bring their hobbies or collections of "precious" things to library to exhibit and to talk about.







Make a Pirate's Island

1. Take a small sponge and wet it.
2. Roll it in grass seed or bird seed.
3. Color and cut out the flag and chest.
4. Glue flag and chest to a stick, and poke it into seed sponge.
5. Place it in a saucer of water near a sunny window.
6. Keep water in saucer and in a few days green sprouts will appear.

From Tom & Jerry Rainy Day Playbook.
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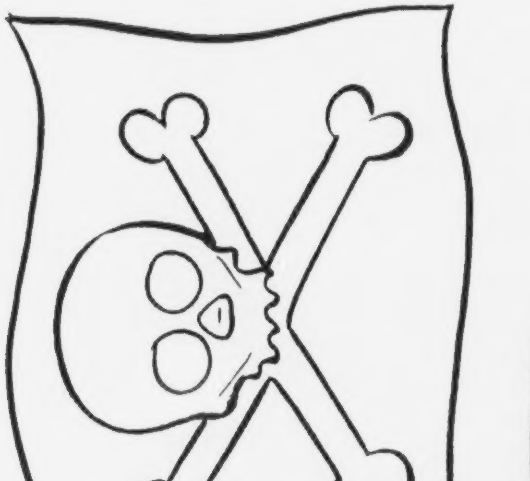
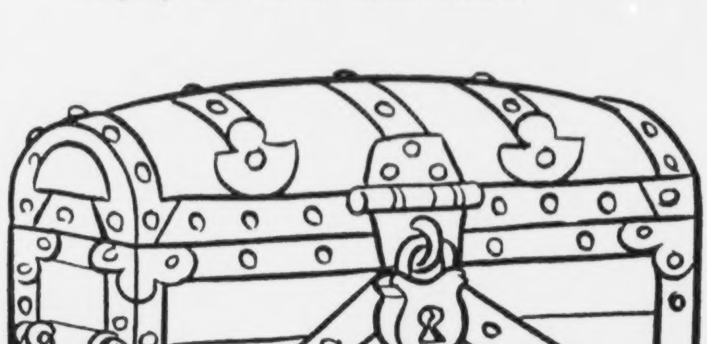




PIRATE COVE TREASURE HUNT DAY

For supplies you'll need: magic markers (watercolor type) black, brown and red (for painting scars, pirate hat and black eye patches), black construction paper. Patches must be punched with paper punch and strung before hand. Hat pattern must be made and traced.

Have the children come dressed as pirates. Make hats and eye patches. Let the children draw skulls and crossbones with white crayon or chalk. Paint on scars on the children's faces or arms. Keep plenty of mirrors so the children can see the results. Make pinata birds and hang around the room. Fill one with wrapped root beer barrels for a hidden treasure. Make up a poem with clues to guess where the 'treasure' is hidden. The one who guesses first gets the first try to break the pinata bird. However, the treasure could be hidden in a box, and a pinata still used... the first child in this case would get prize in the box. Of course, the candy would be shared with all mates.

PIRATE PARTY

Make out invitations in the form of a treasure map and singe edges to make it look old. Serve pirate ships (celery pieces filled with peanut butter or cream cheese with sails made of paper (on which is drawn a Jolly Roger) and toothpicks and raisin pirates) pieces of eight (slices of raw cucumber, carrot and zucchini and chocolate gold coins at the end). Have children make black eye patches and glue them to elastic. See TREASURE FOR THE TAKING, the Vermont Department of Libraries 1985 manual, for other pirate ideas.

With thanks to the Vermont Summer Reading Program Manual 1989.

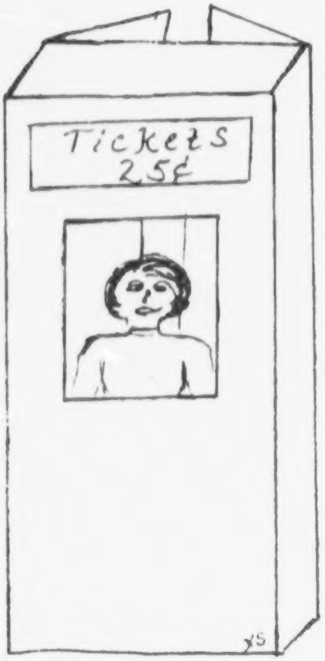
THE PIRATE'S TREASURE TROVE

Carnival

Host an end of SRP Carnival! Allow the children to earn their tickets to spend at the carnival by reading books during the summer. Children not participating in the library's reading program may attend the carnival but must purchase their tickets. (This subtle brand of peer pressure works wonders!)

Have several ticket booths (instructions below), or tables to distribute tickets from. You can designate one booth to sell tickets, and others to award tickets earned by the children. Consider handling only certain portions of the alphabet at each booth (i.e. children whose last names begin with A-D at one booth, those beginning E-L at another booth, etc.)

Refrigerator Box Ticket Booths



Use refrigerator boxes to create your own ticket booths. Cover with white paper--staple on. Cut window in the front of box. Cut doors in the back of the box. There is room inside for a chair and a TV tray table to hold your tickets, money box, other items.

The booth & game workers can wear pirate costumes which can be as simple as black pants, striped shirt, eye patch, head scarf and bare feet.

Children can be encouraged to wear their pirate costumes too!

Games should be adapted to fit the pirate's theme as much as possible. Suggestions and ideas for games follow on the next page.

Tickets, prizes, games, etc. can be ordered toll free from these catalogs: U. S. Toy Co., Inc., 1227 E. 119th St., Grandview, MO 64030, Telephone: 1-800-255-6124; and Oriental Merchandise Co. Inc., 2636 Edenborn Ave., Metairie, LA 70002. Telephone: 504-888-3191.

THE PIRATE'S TREASURE TROVE

Games

Walk the Plank: Blindfold children and ask them to walk the length of a 2"x4" board without falling off. Younger children can try without being blindfolded.

Polly Want A Cracker: Give 2 children each a cracker to eat. The first to whistle after eating wins the prize.

Sifting For Silver: Fill a small hard plastic wading pool with sand. Hide silver coins (nickels, dimes, Mardi Gras coins, play money) in the sand. Each child digs one scoop of sand, sifts it and keeps the treasure he finds.

The Sinking Ship: Fill small buckets or foot tubs with water. Let children race to bail out the water from their "ship". The first one through wins a prize.

Anchor Toss: Horseshoe pitch.

Pirate Shoot: Shoot plastic balls with the aid of a plastic gun at a Pirate-face target which has a large hole for the mouth. Award prize for shooting the ball through the opening in target.

Treasure Below: Children fish for prizes hidden behind a seascape backdrop.

Treasure Walk: Cake or cookie walk. Separately bagged cookies work very well!

Gypsy Fortune Teller: Can tell fortunes from inside her own booth or bookmobile!

30 Fathoms Deep: Pick up ducks.

Pirate Tattoos: Face painting.

Other games to adapt to the pirate theme:

Ring Toss: Available through catalog and toy stores.

Ring the sucker: Poke suckers or lollipops into a large piece of styrofoam. Children throw the rings trying to "ring" a sucker for a prize.

Ball Throw: Throw ball into basket, bucket or through a hole in a prepared target.

Helium Balloons: Let children buy with ticket.

Pony Rides: Let children ride real ponies or have a toy spring horse for little ones to ride.

Other Carnival Ideas

Refreshments: Let children buy with ticket. Coke, pop corn, pickles, cookies, etc.

Entertainment: Music, puppet shows, SRP children who learned a skit, song, magic trick, play, etc., can perform.

Special Guests: Magician dressed like a pirate, a pirate clown, live band.

"Real" Treasure Hunt: Hide a treasure (money, prize, savings bond, etc.) and announce clues to its location every 15 minutes during the carnival.

TREASURE HUNT

If your library has a large traffic-free area outside, an outdoor hunt would be very exciting. Otherwise, an indoor hunt can be planned to be just as much fun! Many items can be used for treasure: candy, money, party favors, sea shells, marbles, coupons & giveaways from businesses, toy prizes, etc.

SIMPLIFIED HUNT: Have help in hiding your treasure throughout the library (or outside) during the storytime. When ready, start the hunt! The child who finds the most treasure wins. Let the children use the Treasure Chests they made to put their treasure in as they find it.

MORE ELABORATE HUNT: Prepare maps or clues to the location of the hidden treasure in the library. Divide the children into 2 or more teams and provide each treasure hunter with his own map or clue. The first team to find the treasure wins that treasure or a designated prize.

Maps: You can copy these onto parchment colored paper or brown grocery bag paper, and then char the edges. These in themselves would make great keepsakes.

Clues: Use coded messages that the children will have to decypher before moving on to the next clue. One simple code is: A=Z, B=Y, C=X, etc.

Sample clue-- GSV URIHG XOFV RH RM GSV XZIW XZGZOLT:
The first clue is in the card catalog:

GIVZHFIV RHOZMW.
Treasure Island.

Put this clue in front of the title card Treasure Island.

Provide each child with the code solution, paper and pencil.

Rhyming clues can also be created to help the children find the treasure.

Sample Clue-- Begin at the beginning,
To that which greets your feet,
Go right up to the door,
Look down, what covers the floor?

Put next clue under the area rug at the front door.

BURIED TREASURE HUNT: If you are lucky enough to have a large outside area, or neighbors who love nosey children, you might actually like to bury the treasure. The clues might take the children around the community before leading them back to the actual "X" that marks the spot!

Pennies can be hidden along the path for the children to find while they are searching for the clues (or as the treasure itself). These would be "extra" treasure!

Clean pennies as bright as "gold" with a solution of 4 tablespoons salt and ½ cup of vinegar. Let them soak for several minutes then wipe clean.

TREASURE HUNTS

Don't let the summer go by without adapting one of the following hunts for your treasure seekers. Plan the treasure hunt for a kick-off party, for a mid-summer pick-me-up, or for your final wind down. If you prefer, allow youthful adventurers to hunt for treasure throughout the summer on a drop-by basis.

The following scavenger/treasure hunt was developed by Margery B. Hall, Coordinator of Children's Services, Lower Marion Library Association, Bryn Mawr, PA, for school groups visiting the library, but it can be played with either a team approach or on an individual drop-in basis. Margery says "I decided this game was a success when I had requests for the second annual scavenger hunt, and lots of interest in the books too." Reprinted with permission from Ms. Hall.

Program Outline:

This scavenger/treasure hunt has rhymed clues referring to a character in a book. Kids must figure out the clue and locate the book on the shelf to find the next clue. The second clue can be taped to the book pocket or plastic jacket which in turn will lead the treasure hunter to the next book.

Step by Step Mechanics:

----- Can be geared to any reading level by using appropriate titles. 15-25 children may participate if they work in teams, or let individuals work at their own pace.

----- Choose books carefully and invent appropriate clues (see samples below).

----- Type two sets of numbered clues. Place one set of the clues in the appropriate books. If a group is playing, hand the first child clue #1, the second child clue #2, etc., so each starts at a different place. Determine rules about "extra clues" to be given if a child is stumped. The first individual to finish is the winner.

This game must be planned ahead, the clues and books must be organized the day of the activity so that the clue books are not checked out. You can always pull the books from the shelf and reshelve them on the day of the event.

Here are some clues developed by Margery. Expand or adapt them to suit your needs.

CLUES	BOOKS
I'm a Queen and dressed in red; I'm very mad and yell "off with their heads". A silly little girl is wandering around; she followed a rabbit through a hole in the ground.	Alice in Wonderland

Curiosity killed the cat they say,
But I'm not a cat so I can stay.
I take a job and ride a bike,
Go to the hospital and fly a kite. Curious George

A big wind came up and blew me away;
I landed on a witch that same day.
It was a very strange land with a city colored green,
With a lot of new friends and a witch who was mean. The Wizard of Oz

I've been known to make a mess,
Nothing I do is quite correct.
I work all day doing everything wrong,
Like dressing a chicken and singing it songs. Amelia Bedelia

Some would say that spiders are small
But my friends would say I'm ten feet tall.
I saved Wilbur with the words I spun.
With Templeton and Fern's help we all won. Charlotte's Web

I woke up one night in the dark,
A boy named Peter taught me to fly like a lark.
With happy thoughts and a sprinkling of fairy dust
We were off to a land where NOT growing up is a must. Peter Pan

He came visiting on a rainy day
Sally and I couldn't go out to play.
A red-striped hat he wore on his head,
This cat made such a mess, we watched him in dread. Cat in the Hat

A puff of wind blew her in one day.
She was a governess in a special way.
Tea parties on the ceiling and trips to the park,
Being with her is really a lark. Mary Poppins

My name is Ralph and I'm very small
But I don't mind my size at all.
I have a tiny little motorcycle you see
And all of the other mice envy me. Ralph S. Mouse

I chug along tracks although I'm small
But whatever I do I give it my all.
They ask me to deliver some toys if I would
So I said I think I can, I think I can and could. Little Engine That Could

One night when I got sent to my room,
I sailed to a land across the moon.
Where I tamed the monsters until they were mild
Because I was the one who was wild. Where the Wild Things Are

We moved one day out to a farm
A long covered-wagon ride but we came to no harm.
There was Ma and Pa, two sisters and me,
Out on the prairie we could all be free. Little House on the Prairie

Through a closet they walked Into a strange, strange place. Four children met a lion who talked, And a cold, mean witch with a snow-white face.	The Lion, the Witch & the Wardrobe
I got lost in a cave one day. Becky and I couldn't find the way. Injun Joe was hiding in there. I would do anything on a dare.	Tom Sawyer
I ate a candy bar one day And won a prize in a fantastic way. A trip through a factory of an amazing kind, and wonders of wonder, it became mine.	Charlie & the Chocolate Factory
A strange thing happened to me one day. My mother and I were fighting in the worst way. Suddenly I was her and she was me, It was the most freaky thing to see.	Freaky Friday
We all lived a long time ago. Meg was the oldest, the writer was Jo. Amy was an artist, Beth was so sweet, Four sisters growing up together was really neat.	Little Women
I lived in a forest a long time ago. I fought quite a lot with arrows and a bow. I robbed from the rich and gave it to the poor, There was Marion, Tuck, Little John and many more.	Robin Hood
I went into a museum one day, I asked a dinosaur to come out and play. He was so big, we have lots of fun When playing hide and seek, we always won.	Danny & the Dinosaur
I was given to a little boy one day. I wanted to be real in the worst way, The skin horse told me how it could be. Now I'm made of velvet, but when I'm real you'll see.	The Velveteen Rabbit
Bah Humbug is what I say To all that stuff about Christmas day. But after visits from ghost of Christmas future and past, With Tiny Tim's help, my Christmas spirit will last.	A Christmas Carol
We had a car that flew in the sky. We said hi to the clouds as we floated by. She's a magical car as you can see. A boat, a plane, or a car, which will she be.	Chitty-Chitty-Bang-Bang

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Gr. 5-9.

Armstrong, Richard. SHIP AFIRE! N.Y., John Day Co., 1959. O.P.
This book combines a wealth of nautical knowledge and a tense, exciting story of action at sea.
Gr. 6 an up.

Babbitt, N. THE EYES OF THE AMARYLLIS. N.Y., FS&G, 1977. ISBN 0-374-32241-4. $12.95.
Eleven year old Geneva must comb the beach for a sign from her grandfather who was lost at sea thirty years ago.
Gr. 5 an up.

Bamman, Henry. SACRED WELL OF SACRIFICE. Benefic Press, 1964. O.P.
Mark and Rich explore the ruins of the old Mayan city of Toloc and search the dark and muddy waters of the Sacred Well of Sacrifice for treasure.
Gr. 4-6.

Beatty, Jerome. CLAMBAKE MUTINY. N.Y., Scott, 1964. O.P.
A humorous adventure story told by a lobster after a brief encounter with the world of people.
Gr. 4 an up.

Bellairs, John. THE TREASURE OF ALPHEUS WINTERBORN. N.Y., Bantam, 1985. ISBN 0-553-15527-x. $2.75.
After stumbling upon a clue in the public library, Anthony searches for the treasure long rumored to have been hidden by a wealthy eccentric citizen of their small town.
Gr. 3-6.

Benchley, Nathaniel. DEMO AND THE DOLPHIN. N.Y., Harper, 1981. O.P.
A dolphin takes Demo back through time to show him how he can help his father become a successful fisherman.
Gr. 4 an up.

Buck, Pearl S. THE BIG WAVE AND OTHER STORIES. N.Y., 1948. O.P.
The title story is a heart warming adventure of two Japanese boys living in a fishing village who learn to overcome their fear of the sea.
Gr. 4 an up.

Carey, M. V. THE THREE INVESTIGATORS IN THE MYSTERY OF THE MISSING MERMAID. N.Y., Random, 1983. ISBN 0-394-95875-6. $6.99.
A mermaid statue proves a useful clue in the Three Investigators search for a missing child.
Gr. 4 an up.

Catherall, Arthur. CORAL REEF CASTAWAY. N.Y., Criterion, 1958. O.P.
A young man is swept overboard when his schooner strikes a coral reef. He later meets up with a guardian of a vast treasure.
Gr. 4 an up.

Catherall, Arthur. LOST OFF THE GRAND BANKS. N.Y., Criterion, 1962. O.P.
Two boys, lost at sea, pull off a daring rescue of an injured sea captain and a Navy submarine snarled by an iceberg.
Gr. 6 an up.

Crayder, Dorothy. SHE, THE ADVENTURESS. O.P.
Maggie, otherwise known as "She, the Adventuress," spends "ten whole days on a ship" going to Italy.
Gr. 4 an up.

Curry, J. L. THE BASSUMTYTE TREASURE. O.P.
With the help of the rhyme his grandfather taught him, young Thomas Bassumtyte finds the family treasure and the solution to a four hundred year old family mystery. He is also helped by a friendly ghost.
Gr. 5 an up.

Dewey, Ariane. LAFFITE, THE PIRATE. N.Y., Greenwillow, 1985. ISBN 0-688-04230-9. $11.88.
The stories of Pirate Laffite, both fact and fiction.
Gr. 4 an up.

Edmonds, Walter D. TOM WHIPPLE. N.Y., Dodd Mead, 1942. O.P.
Story of a Yankee lad who decided to see something of the world and signed up on a sailing ship bound for Russia.
Gr. 4-6.

Fife, D. DESTINATION UNKNOWN. O.P.
The adventures of a twelve year old stowaway on a Norwegian fishing boat in June 1940 while he tries to return to his parents in Norway or England.
Gr. 5 an up.

Fleischman, S. THE GHOST IN THE NOONDAY SUN. N.Y., Greenwillow, 1989. ISBN 0-688-08410-9. $11.95.
Oliver is captured by the pirate Captain Scratch because he can see ghosts. And a ghost is needed to find the buried treasure.
Gr. 4-6.

Fleischman, S. JINGO DJANGO. Boston, Mass., Little, 1988. ISBN 0-316-28554-4. $4.95.
Villains, gypsies, and a long-lost father are encountered by Jingo and the mysterious Mr. Peacock in their search for buried treasure.
Gr. 4-6.

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Grant, Georgett. BOY OVERBOARD! Boston, Little, 1961. O.P.
Peter's wildest dreams come true, he's assigned aboard the freighter San Andres for an 18 day adventure.
Gr. 4 an up.

Haseley, Dennis. THE PIRATE WHO TRIED TO CAPTURE THE MOON. N.Y., Harper, 1983. ISBN 0-060-22227-1. $11.89.
A fierce pirate who tries to capture the moon learns that turnabout is fair play.
Gr. 3-4.

Haugaard, E. C. ORPHANS OF THE WIND. O.P.
Civil War sea adventures tell of twelve year old deckboy Jim on board the blockade runner "Four Winds."
Gr. 6 an up.

Holling, H. C. SEABIRD. New York, HM, 1978. ISBN 0-395-26681-5. $5.95.
The ivory gull carved by Ezra in 1832 brought luck and good sailing. Thrilling sea adventures with history and color pictures are told through the years.
Gr. 4-6.

Hope, Laura Lee. THE SECRET IN THE SAND CASTLE: a new Bobbsey Twin Mystery. N.Y., Simon and Schuster, 1988. O.P.
The kids are on vacation at the beach searching for hidden treasure.
Gr. 4 an up.

Horness, Elizabeth. MYSTERY OF THE PIRATE'S GHOST. Lippincott, 1966. O.P.
A family moves to a beach house in New England and finds out that it is being haunted by a famous smuggling pirate.
Gr. 4 an up.

Johnson, Mary Parks. THE KERIS EMERALD. N.Y., Scribner's, 1970. O.P.
A lovelorn young man encounters a wise old man, a snow leopard under a spell, and a Keris (snow-sprite) in his hunt for a magic emerald.
Gr. 4-6.

Kennedy, Richard. AMY'S EYES. N.Y., Harper, 1985. ISBN 0-060-23220-x $14.89.
Amy's doll turns into a sea captain and Amy turns into a doll -- off they go in search of treasure with a crew of wild animals.
Gr. 5 an up.

Kipling, Rudyard. CAPTAINS COURAGEOUS. N.Y., Doubleday, ISBN 0-884-11818-5. $17.95.
This immortal tale tells of a rich boy lost at sea and his transformation into a young man.
Gr. 6 an up.

BEST COPY AVAILABLE

Knight, Captain Frank. THE SEA CHEST: STORIES OF ADVENTURES AT SEA. N.Y., Platt & Munk, 1964. O.P.
Nineteen stories about the sea.
Gr. 4-6.

Kraske, Robert. SEA ROBBERS. N.Y., Harcourt, 1977. O.P.
Fast paced adventure of two brothers kidnapped by pirates.
Gr. 5 an up.

Lathrop, West. UNWILLING PIRATE. N.Y., Random, 1951. O.P.
Out for a day of fishing, a young boy is captured by pirates and is forced to become a cabin boy.
Gr. 6 an up.

Lawson, Marie A. STRANGE SEA STORIES. N.Y., Viking, 1955. O.P.
Enchanted tales of the sea that have been handed down through time are told.
Gr. 5 an up.

Locker, Thomas. SAILING WITH THE WIND. N.Y., Dial, 1986.
ISBN 0-8037-0311-2. $15.00.
Story of a young girl's journey sailing down the river to the ocean.
Gr. 2-5.

McCloskey, Robert. TIME OF WONDER. N.Y., Viking, 1957.
ISBN 0-670-71512-3. $14.95.
"Rhythmic prose and Luminous watercolors which describe happenings in the natural and human world of a Main island. Particularly effective when read aloud. ." Booklist.
Gr. 2-5.

MacGregor, Ellen. MISS PICKERELL AND THE BLUE WHALE. N.Y., McGraw, 1983. ISBN 0-070-44592-3. $9.95.
Miss Pickerell is at it again. This time she's off to the South Pacific to save the disappearing blue whales.
Gr. 4 an up.

Mahy, Margaret. THE GREAT PIRATICAL RUMBUSTIFICATION. Boston, Godine, 1986. ISBN 0-879-23629-9. $11.95.
The Terrapin family are in for an evening of devilish fun with Pirate Orpheus Clinker as their babysitter.
Gr. 3 an up.

Monjo, F. N. PIRATES IN PANAMA. N.Y., Simon and Schuster, 1970. O.P.
Entertaining story of Henry Morgan the English Pirate, the sacking of Panama City, a little boy named Benito, and the priest Brother John the biggest "pirate" of all is told.
Gr. 4-6.

Orton, Helen F. THE TREASURE IN THE LITTLE TRUNK. N.Y., Lippincott, 1959. O.P.
No summary available.
Gr. 3-6.

Packard, Edward. SUNKEN TREASURE. N.Y., Bantam, 1982.
ISBN 0-553-05018-4. $6.95.
This is a "choose your own adventure" tale of tall ships, whales, storms and pirates.
Gr. 3 an up.

Parish, Peggy. KEY TO THE TREASURE. N.Y., MacMillan, 1966. O.P.
Two boys and their sister spend the summer searching for treasure in their grandparent's old house.
Gr. 4 an up.

Payne, Joan Balfour. LEPRECHAUN OF BAYOU LUCE. N.Y., Hastings House, 1957. O.P.
Amusing Louisiana story tells of pirate ghosts, buried treasure, miniature Indians, a leprechaun and a boy.
Gr. 4-6.

Rosenbaum, Robert, ed. BEST BOOK OF TRUE SEA STORIES. N.Y., Doubleday, 1966. O.P.
Nineteen sea stories written by master writers.
Gr. 6 an up.

Spillane, Mickey. DAY THE SEA ROLLED BACK. N.Y., Dutton, 1979.
ISBN 0-525-61589-x. $7.95.
A man and his son lose all hope of finding a sunken treasure until one day a strange thing happens to the sea.
Gr. 4 an up.

Stevenson, Robert Louis. TREASURE ISLAND. N.Y., Putnam, 1947.
ISBN 0-448-06025-6. $10.95.
This is the classic story of pirates, buries treasure, and a young boy's adventure.
Gr. 5 an up.

Thiele, Colin. SHADOW SHARK. N.Y., Harper & Row, 1988.
ISBN 0-06-026178-1. $12.89.
Two fourteen year olds join a group of fishermen off the coast of Southern Australia in pursuit of a massive shark.
Gr. 5 an up.

Van Allsburg, Chris. WRECK OF THE ZEPHYR. Boston, Houghton, 1983.
ISBN 0-395-33075-0. $15.95.
A boy's ambition to be the greatest sailor in the world brings him to ruin when he misuses his new ability to sail his boat in the air.
Gr. 3 an up.

Weller, Frances Ward. BOAT SONG. N.Y., MacMillan, 1987.
ISBN 0-027-92611-7. $12.95.
While visiting Cape Cod, a boy becomes friends with a bagpiper and spends many hours listening to his stories.
Gr. 5 an up.

Wyss, Johann. THE SWISS FAMILY ROBINSON. Cleveland, World, 1947. O.P.
Enchanting story told of a shipwrecked family who survive on a desert island and live happily apart from the world.
Gr. 5 an up.

FOLKTALES

Bider, Djemma. THE BURIED TREASURE. N.Y., Dodd, 1982. O.P.
Three brothers discover the true meaning of their father's claim that there is a treasure buried in his garden. A good folktale for thoughtful children.
2-4

Bowden, Joan. WHY THE TIDES EBB AND FLOW. Boston, Houghton, 1979. ISBN 0-395-28378-7. $14.95.
In this folktale explaining why the sea has tides, an old woman threatens to pull the rock from the hole in the ocean floor if the Sky Spirit does not honor his promise to give her shelter.
P-3

Cooper, Susan. THE SELKIE GIRL. N.Y., Macmillan, 1986. ISBN 0-689-50390-3. $13.95.
An ancient legend of the seal bride and the Scottish farmer.
1-3

Grimm, Jakob. BREMEN-TOWN MUSICIANS. N.Y., Scholastic, 1974. O.P.
Four old animal friends out trick some robbers and keep their treasure.
P-2

Grimm, Jakob. SNOW WHITE AND ROSE RED. N.Y., Scribner, 1964. ISBN 0-138-15234-9. $10.95.
Beloved story of two sisters who befriend an enchanted bear who has lost his treasure.
1-3

Grimm, Jakob. TWELVE DANCING PRINCESSES. N.Y., Viking, 1978. O.P.
A poor soldier discovers where the dancing princesses go all night and wins himself a treasure.
K-4

Hall, Amanda. THE GOSSIPY WIFE. N.Y., Bedrick/Blackie, 1981. ISBN 0-911-74519-x. $12.95.
Ivan must cure his wife of her gossiping tendency if they are to be able to keep the chest of gold coins he found in the forest. A Russian folktale.
3 up

Jaquith, Priscilla. BO RABBIT SMART FOR TRUE. N.Y., Philomil, 1981. ISBN 0-399-61179-7. $9.99.
Brer Rabbit stories from the Gullah - native Africans who settled off the coast of Georgia and South Carolina. The title story is about how "Bo Rabbit" tricks Whale and Elephant.
K up

Knutson, Barbara. WHY THE CRAB HAS NO HEAD. Minn., Carolrhoda, 1987. ISBN 0-876-14322-2. $9.95.
An African tale about a crab whose pride was so great he was punished by his creator who left him without a head.
2-4

Lang, Andrew. ALADDIN AND THE WONDERFUL LAMP. N.Y., Viking, 1981. O.P.
The famous story of a poor boy, a wicked magician and a magic treasure.
1-4

REAL FAIRIES AND OTHER TALES. N.Y., Silver Burdett, 1986. O.P.
Includes the story: "Hobbledy Hoe and the Hidden Treasure" which tells how a maid servant and a little elf find a treasure that has been missing for over a hundred years.
4-6

Reesink, Mary Ke. THE GOLDEN TREASURE.San Diago,CA,Harcourt,1968,O.P.
An ancient Dutch legend tells of the way in which Stavoren, a once flourishing seaport, turned into an abandoned town because of the selfish greed of the wealthiest woman there.
K-4

Sadler, Catherine. TREASURE MOUNTAIN: FOLKTALES FROM SOUTHERN CHINA. N.Y., Atheneum, 1982. O.P.
A collection of fairy tales which includes the title story of a mountain filled with treasure and a poor boy's choice of reward.
4 up

Shulevitz, Uri. THE TREASURE. N.Y.; Farrar, Straus & Giroux; 1979. ISBN: 0-374-37740-5 $13.95
A man travels far only to discover a treasure very close by.
PS-3

TALES FROM THE ARABIAN NIGHTS. Adapted by Elisabeth Gille; translated from the French by Merle S. Haas. N.Y., Random House, 1964. O.P.
Contains stories about Ali Baba, Aladdin and Sinbad the Sailor.
4-6

White, Ann Terry, adapter. ALI BABA. Champaign, IL, Garrard, 1968. O.P.
The most famous of all the tales from the Arabian nights in which Ali Baba is lucky enough to find a hoard of ill-gotten wealth thanks to the cleverness of his slave Morgiana.
4-6

Zelinksky, Paul. RUMPLESTILTSKIN. N.Y., Dutton, 1986. O.P.
When the miller's daughter enlists the help of a strange little man who offers to spin the king's straw into gold, little does she know what price she will pay.
K-3

JUVENILE NON FICTION

Abels, Harriette. LOST CITY OF ATLANTIS. Crestwood House, 1987.
ISBN: 0-89686-344-1. $10.95.
This book explores the fascinating possibility that the ancient continent of Atlantis may actually have existed.
5-6.

Amos, William H. EXPLORING THE SEASHORE. National Geographic Society, 1984. O.P.
Beautiful colored photos accompany a simple text about life along the seashore.
1-3.

American Heritage. PIRATES OF THE SPANISH MAIN. Golden Press. O.P.
Recounts the deeds and daring-do of the bold pirates who roamed the Caribbean, complete with copious illustrations.
5-up.

Berkow, Paul. FAMOUS VOYAGES IN SMALL BOATS. Criterion Books, 1957. O.P.
Fast moving accounts of true adventures on the high seas.
5-up.

Blassingame, Wyatt. DIVING FOR TREASURE. Macroe-Smith, 1971. O.P.
Eight true stories about some of the most spectatular treasure finds under the sea.
4-up.

Bright, Michael. SAVING THE WHALE. Gloucester, 1987.
ISBN: 0-531-17061-6. $11.90.
Good basic book on whales and their struggle for survival.
3-up.

Brounlee, W. D. THE FIRST SHIPS AROUND THE WORLD. Lerner, 1974. O.P.
Detailed sketches and information about the first ships that conquered the oceans in the 15th and 16th centuries.
5-up.

Buehr, Walter. SEA MONSTERS. Norton, 1966. O.P.
Legends of curious creatures who dwell in the world's oceans.
4-up.

Carpenter, Frances. WONDER TALES OF SEAS AND SHIPS. Doubleday, 1959. O. P.
Folk tales from all over the world dealing with man's enduring fascination with the sea.
5-up.

Cook, J. L. THE MYSTERIOUS UNDERSEA WORLD. National Geographic Society, 1980. ISBN: 0-87044-322-4. $8.50.
Striking color photos of ocean environment. Also a booklet of games, puzzles, poster, etc.
4-up.

Cutler, Katherine. CREATIVE SHELLCRAFT. Lathrop, 1971. O. P.
An introduction to shells and shell collecting, followed by many suggestions of crafts to make with shells for the upper elementary students.
3-up.

Fenner, Phyllis. PIRATES, PIRATES, PIRATES. Watts, 1951. O. P.
A solid collection of pirate stories from noted authors.
4-up.

Fine, Christopher. SUNKEN SHIPS AND TREASURE. Atheneum, 1986. O. P.
Fascinating true tales of treasure seeking beneath the sea.
4-up.

Florian, Douglas. DISCOVERING SEASHELLS. Scribners, 1986. ISBN: 0-684-18740-x. $10.95.
An introduction to various kinds of seashells and where they can be found.
1-3.

Garner, Alan. FAIRYTALES OF GOLD. Philomel, 1979. O. P.
Stories of gold for the fairytale lover.
2-4.

Gibbons, Gail. SUNKEN TREASURE. Crowell, 1988. ISBN: 0-690-04734-7. $12.70.
A book on treasure hunting with colorful illustrations and very simple text.
K-4.

Glubok, Shirley. DISCOVERING TUT-ANKH-AMEN'S TOMB. Macmillan, 1968. O. P.
Details the finding and clearing of a royal Egyptian tomb in the words of the excavator himself.
4-6.

Hackwell, W. John. DIVING TO THE PAST: RECOVERING ANCIENT WRECKS.
Scribners, 1988. ISBN: 0-684-18918-6. $13.95.
An explanation of marine archaeology: the search for shipwrecks and what it entails.
4-up.

Hawthorne, Nathaniel. THE GOLDEN TOUCH. Whittlesey House, 1959.
O. P.
The story of King Midas, who learned a lesson about the greatest treasures of the heart.
2-4.

HIDDEN TREASURES OF THE SEA. National Geographic Society, 1988.
ISBN: 0-870-44663-0.
One of a series of books for world explorers. This typically wonderful book from National Geographic covers sea adventures of all types and wrecks from all periods of history.
4-up.

Holling, Clancy. PAGOO. Houghton, 1957.
ISBN: 0-395-06826-6. $15.95.
Pagoo is a small hermit crab, and Holling has given us a fascinating account of life in a tide-pool as he enfolds Pagoo's life story against a factual background.
4-up.

Hutton, Warwick. JONAH AND THE GREAT FISH. Atheneum, 1983.
O. P.
A memorable version of an oft-told Biblical tale.
K-4.

Jagendorf, M. UPSTATE, DOWNSTATE: FOLK TALES OF THE MIDDLE ATLANTIC STATES. Vanguard Press, 1949. O. P.
Exciting, amusing stories about ordinary sailors, evil pirates and characters from history. Includes "Pirate Yan Yost of Communipaw."
4-6.

Jenkins, Alan. PIRATES AND HIGHWAYMEN. Walck, 1962. O. P.
Succinct and readable account of pirating, with good black and white line drawings.
4-6.

Johnson, Sylvia. CORAL REEFS. Lerner, 1984.
ISBN: 0-822-51451-6. $12.95.
Text and colorful photos examine different kinds of coral reefs and the variety of sea creatures that live among them.
4-up.

Kipling, Rudyard. HOW THE WHALE GOT HIS THROAT. Peter Bedridck Books, 1987. ISBN: 0-872-26135-2. $10.95.
How a clever little fish and a mariner of "infinite-resource-and-sagacity" modify the whale's throat to keep him from devouring all the fish in the ocean.
2-4.

Lauber, Patricia. FAMOUS MYSTERIES OF THE SEA. Nelson, 1962. O. P.
Baffling true mysteries of ghost ships and shipwrecks which still puzzle the experts and defy logic.
5-up.

Marsh, Carole. AVAST YE SLOBS: THE BOOK OF SILLY PIRATE TRIVIA. Gallopade Pub. Group, 1986. ISBN: 1-55609-281-4. $19.95.
No annotation available.
1-12.

Marx, Robert. PIRATE PORT. World, 1967. O. P.
The story of the sunken city of Port Royal, Jamaica, where Morgan the Pirate once reigned.
5-up.

McCloskey, R. BURT DOW, DEEP-WATER MAN. Penguin, 1989. ISBN: 0-14-050978-x. $4.95.
A whale of a colorful adventure is had by Burt Dow, a retired fisherman.
K-2.

McClung, Robert. TREASURES IN THE SEA. National Geographic Society, 1972. O. P.
Simple explanation of treasure hunting in the sea with excellent pictures.
3-4.

McWilliams, Karen. PIRATES. Watts, 1989. ISBN: 0-531-10464-8. $10.90.
A well crafted book with many colorful illustrations for the younger pirate fans.
3-4.

Melegari, Vezio. HIDDEN TREASURES. Watts, 1972. O. P.
This book explores all kinds of treasures -- treasures in sagas and legends, in history, royal treasures and treasures of the deep.
5-up.

Meyer, Edith Patterson. PIRATE QUEEN. Little, 1981. O. P.
The biography of Grania O'Malley, Irish Chiefton and pirate, whose adventurous life led her finally to a confrontation with Queen Elizabeth I.
6-up.

Myers, Arthur. SEA CREATURES DO AMAZING THINGS. Random, 1981.
ISBN: 0-394-94487-9. $8.99.
A fascinating look at sea life and some of its most unusual aspects.
1-4.

Oleksy, W. G. TREASURES OF THE DEEP. Messner, 1984.
ISBN: 0-671-42269-3. $9.79.
Underwater mysteries and explorations.
6-up.

Pyle, Howard. HOWARD PYLE'S BOOK OF PIRATES. Harper, 1949. O. P.
Fiction, fact and fancy concerning the buccaneers of the Spanish Main.
6-up.

Reed, Bob and Pat. SAND CREATURES AND CASTLES. Holt, 1976. O. P.
Detailed suggestions, complete with patterns for making all kinds of things in the sand.
9-up.

Scott, Marcia. DARING SEA CAPTAINS. Lerner, 1973. O. P.
Biographical sketches of nine famous seamen.
5-up.

Snow, Edward Row. TRUE TALES OF PIRATES AND THEIR GOLD.
Dodd, 1953. O. P.
An exhaustive account of an overwhelming number of pirates, starting with Jean Lafitte, and ending with an appendix of 101 additional pirates of interest.
6-up.

Stirling, Nora. EXPLORING FOR LOST TREASURE. Garden City Books, 1960. O. P.
Stories of treasure-troves from all ages of history.
4-up.

Stockton, Frank. BUCCANEERS AND PIRATES ON OUR COASTS.
Macmillan, 1967. O. P.
The true stories -- some humorous, some blood-curdling, all fascinating -- of the famous sea-going scoundrels who plundered North America in the early years.
5-up.

Sullivan, George. TREASURE HUNT. Holt, 1987.
ISBN: 0-805-00569-2. $13.95.
An account of the 16 year search for the wreck of a 17th century Spanish galleon, with a treasure of $200 million in silver, gold and emeralds.
4-up.

Tayntor, Elizabeth. DIVE TO THE CORAL REEFS. Crown, 1986. O. P.
A beautifully illustrated account of the many plants and animals that live in the underwater communities of coral reefs.
3-up.

Thompson, Brenda. PIRATES. Lerner, 1977. O. P.
Simple, easy to read information on pirates with good colorful illustrations and clear explanations.
1-3.

Titler, Dale. HAUNTED TREASURES. Prentice, 1976. O. P.
From Mexico to the Tower of London, this book introduces a host of fascinating spectres and the mysterious treasures they guard.
4-up.

Westman, Paul. JACQUES COUSTEAU: FREE FLIGHT UNDERSEA. Dillon, 1980. O. P.
Easy biography on the life of a man dedicated to exploring the seas and its mysteries.
3-up.

Wheeler, Alwyne. SHARKS. Gloucester Press, 1987.
ISBN: 0-531-17952-7. $11.90.
A clear, well illustrated and well designed book on sharks for the younger shark enthusiasts.
3-5.

Whipple, Addison. FAMOUS PIRATES OF THE NEW WORLD. Random, 1958. O. P.
Readable accounts of the most infamous of men.
4-6.

Wright, Helen. GREAT UNDERSEAS ADVENTURES. Harper, 1966. O. P.
Tales of the sea, some true and some fiction.
4-up.

Yolen, Jane. PIRATES IN PETTICOATS. McKay, 1963. O. P.
Some of the fiercest, cruelest, and bravest pirates of them all were women, and here are their stories.
5-up.

Zaidenberg, Arthur. HOW TO DRAW SHIPS AND TRAINS, CARS AND AIRPLANES. Abelared-Schuman, 1961. O. P.
This how to book is devoted to the drawing of vehicles of transportation and includes how to draw ships.
3-up.

Zim, Herbert. FISHES. Golden Press, 1955.
ISBN: 0-307-24059-2. $3.95.
Still the best all around guide about fish. Clear illustrations and explanations.
3-up.

Zim, Herbert. SEASHORES: A GUIDE TO ANIMALS AND PLANTS ALONG THE BEACH. Golden Press, 1955.
ISBN: 0-307-24496-2. $3.95.
Still the best all around guide to seashores. Clear illustrations and explanations.
3-up.

OCEANOGRAPHY, MARINE, AND FRESHWATER LIFE

OCEANOGRAPHY

Asimov, Isaac. HOW DID WE FIND OUT ABOUT LIFE IN THE DEEP SEA? Walker, 1982. ISBN 0-8027-6428-2 $7.95 For grades 4 through 6. What is under the sea and how we found out about it.

Berger, Melvin. OCEANOGRAPHY LAB. Harper, 1973. OP For grades 4 through 6. The work of oceanographers and their laboratories are described in simple, clear language.

Blumberg, Rhoda. THE FIRST TRAVEL GUIDE TO THE BOTTOM OF THE SEA. Lothrop, 1983. OP For grades 5 through 8. An imaginary research submarine tours the ocean's bottom.

Boyer, Robert E. THE STORY OF OCEANOGRAPHY. Harvey House, 1975. OP For grades 6 through 8. An introduction to various forms of plant and animal life in the sea.

Carson, Rachel. THE SEA AROUND US. Oxford, 1958. ISBN 0-19-506186-1 $19.95 For grades 6 through 8. A special, well-illustrated edition of the adult title.

Carter, Katharine Jones. OCEANS. Childrens Pr., 1982. ISBN 0-516-01639-3 $10.60 For grades 1 through 4. A well-organized, simple account for the primary grades.

Cook, Jan Leslie. THE MYSTERIOUS UNDERSEA WORLD. National Geographic Society, 1980. OP For grades 3 through 6. A richly illustrated book on the sea and its inhabitants.

Davies, Eryl. OCEAN FRONTIERS. Viking, 1980. ISBN 0-670-52026-8 $11.50 For grades 4 through 8. All kinds of equipment, such as diving suits, are described and pictured in this book.

Elting, Mary. MYSTERIOUS SEAS. Putnam, 1983. OP For grades 3 through 6. Some unusual characteristics of sea creatures are explored.

Goldin, Augusta. THE BOTTOM OF THE SEA. Harper, 1966. ISBN 0-690-15864-5 $10.53 For grades 1 through 3. A description of the plants and animals that live on the bottom of the sea.

Goldin, Augusta. THE SUNLIT SEA. Harper, 1968. OP For grades 1 through 3.

Hargreaves, Pat, ed. THE ANTARCTIC. Silver Burdett, 1981. ISBN 0-382-06467-4 $13.00 For grades 4 through 8. The first of 8 volumes on seas and oceans that explore not only their history and ecology but also the countries that border them.

Hargreaves, Pat, ed. THE ARCTIC. Silver Burdett, 1981. ISBN 0-382-06583-2 $13.00 For grades 4 through 8.

Hargreaves, Pat, ed. THE ATLANTIC. Silver Burdett, 1981. ISBN 0-382-06466-6 $13.00 For grades 4 through 8.

Hargreaves, Pat, ed. THE CARRIBBEAN AND GULF OF MEXICO. Silver Burdett, 1981. ISBN 0-382-06469-0 $13.00 For grades 4 through 8.

Hargreaves, Pat, ed. THE INDIAN OCEAN. Silver Burdett, 1981. ISBN 0-382-06582-4 $13.00 For grades 4 through 8.

Hargreaves, Pat, ed. THE MEDITERRANEAN. Silver Burdett, 1981. OP For grades 4 through 8.

Hargreaves, Pat, ed. THE PACIFIC. Silver Burdett, 1981. ISBN 0-382-06581-6 $13.00 For grades 4 through 8.

Hargreaves, Pat, ed. THE RED SEA AND PERSIAN GULF. Silver Burdett, 1981. ISBN 0-382-06584-0 $13.00 For grades 4 through 8.

Lambert, David. THE OCEANS. Watts, 1984. OP For grades 4 through 7. An English book that explores the nature of oceans and gives a rundown on what we know of them.

Miller, Susanne Santoro. WHALES AND SHARKS AND OTHER CREATURES OF THE DEEP. Little, 1982. ISBN 0-671-46006-4 $6.95 For grades 3 through 6. A wide range of sea creatures is briefly introduced.

Myers, Arthur. SEA CREATURES DO AMAZING THINGS. Random, 1981. ISBN 0-394-94487-9 $5.99 For grades 2 through 4. Such sea creatures as jellyfish and giant clams are described in this easily read book.

Oleksy, Walter. TREASURES OF THE DEEP: ADVENTURES OF UNDERSEA EXPLORATION. Messner, 1984. OP For grades 5 through 8. A fine collection of accounts involving all sorts of underwater adventures.

Pick, Christopher C. THE YOUNG SCIENTIST BOOK OF THE UNDERSEA. EMC, 1978. OP For grades 4 through 7. Essential information is covered interestingly in this British import.

Podendorf, Illa. ANIMALS OF SEA AND SHORE. Children Press, 1982. ISBN 0-516-01615-6 $10.60 For grades 1 through 4. A fine introduction to marine life for primary grades.

Polking, Kirk. OCEANS OF THE WORLD: OUR ESSENTIAL RESOURCE. Putnam, 1983. ISBN 0-399-20919-0 $14.95 For grades 5 through 8. The many resources of the oceans are explored and the issues and problems involved with them.

Poynter, Margaret, and Collins, Donald. UNDER THE HIGH SEAS: NEW FRONTIERS IN OCEANOGRAPHY. Atheneum, 1983. ISBN 0-689-30977-5 $10.95 For grades 5 through 7. The science of oceanography, its concerns, and accomplishments are discussed.

Russell, Solveig Paulson. WHAT'S UNDER THE SEA? Abingdon, 1982. ISBN 0-687-44913-8 $8.95 For grades 3 through 5. An introduction to the various layers of the ocean and how we find out about them.

Rutland, Jonathan. THE SEA. Silver Burdett, 1984. ISBN 0-382-06729-0 $10.50 For grades 5 through 7. The nature of oceans and how we find out about them.

Sabin, Louis. WONDERS OF THE SEA. Troll, 1982. ISBN 0-89375-578-8 $8.89 For grades 1 through 3. An easy-to-read account for primary grades that covers basic topics.

Settle, Mary Lee. WATER WORLD. Dutton, 1984. OP For grades 5 through 8. A history of what we have learned about the ocean, starting with myths and ending with the present.

Updegraff, Imelda and Robert. SEAS AND OCEANS. Childrens Press, 1981. ISBN 0-89813-044-1 $8.95 For grades 3 through 5. A simple book that explains such phenomena as tidal waves.

Weiss, Malcolm E. ONE SEA, ONE LAW: THE FIGHT FOR A LAW OF THE SEA. Harcourt, 1982. ISBN 0-15-258690-3 $10.95 For grades 6 through 9. A book that describes the riches of the sea and how these riches have been abused as well as used.

Wright, Thomas. THE UNDERSEA WORLD. Silver Burdett, 1981. ISBN 0-382-06616-2 $13.80 For grades 5 through 7. An account of the life and riches of the sea world.

WAVES, TIDES, AND CURRENTS

Berger, Melvin. DISASTROUS FLOODS AND TIDAL WAVES. Watts, 1981. OP For grades 4 through 7. The reasons for various kinds of floods and sources of prevention when possible.

Brendze, Ruth. THE GULF STREAM. Vanguard, 1945. OP For grades 5 through 7. An examination of water currents, plus the Gulf Stream and its importance.

SEA MAMMALS

Brown, Joseph E. WONDERS OF SEALS AND SEA LIONS. Dodd, 1976. OP For grades 5 through 7. An excellent introduction to the various types of these sea animals and how they live.

Brown, Louise C. ELEPHANT SEALS. Dodd, 1979. OP For grades 3 through 4. A simple introduction to the habits and lifestyle of elephant seals.

Fields, Alice. SEALS. Watts, 1980. OP For grades 2 through 5. An easily read, brief introduction to seals.

May, Julian. SEA OTTER. Creative Ed., 1972. OP For grades 3 through 5. The habits of sea otters, plus a discussion of the way in which they are threatened with extinction and are now a protected species.

Meyers, Susan. PEARSON: A HARBOR SEAL PUP. Dutton, 1981. OP For grades 3 through 5. Five months in the life of an orphaned harbor seal pup.

Rabinowich, Ellen. SEALS, SEA LIONS, AND WALRUSES. Watts, 1980. OP For grades 5 through 7. The life and habits of these 3 marine mammals are discussed.

Scheffer, Victor B. A NATURAL HISTORY OF MARINE MAMMALS. Scribners, 1976. OP For grades 6 through 9. Six marine mammals, including sea otters and two types of seals, are thoroughly described.

Scott, Jack Denton. THE FUR SEALS OF PRIBILOF. Putnam, 1983. OP For grades 4 through 8. The story of the Alaskan fur seals and their yearly meeting on the Pribilof Islands.

Shaw, Evelyn. ELEPHANT SEAL ISLAND. Harper, 1978. ISBN 0-06-025604-4 $7.64 For grades 1 through 2. A simple account of seal life told in story form.

Shaw, Evelyn. SEA OTTERS. Harper, 1980. OP For grades 1 through 3. An easily read account of a mother sea otter and how she cares for her son.

Torgersen, Don Arthur. KILLER WHALES AND DOLPHIN PLAY. Childrens Press, 1982. ISBN 0-516-40653-1 $11.25 For grades 4 through 6. Two deep-sea animals described in text and outstanding color pictures.

DOLPHINS

Fox, Michael W. THE WAY OF THE DOLPHIN. Acropolis, 1981. OP For grades 5 through 7. The ways of dolphins are recounted in this story of Nick-Nick, a dolphin and his family.

Lauber, Patricia. THE FRIENDLY DOLPHINS. Random, 1963. No ISBN number. Gateway Ser.: No. 28. $5.99 For grades 3 through 6. Scientific facts and deductions, drawings, diagrams, and photographs are explained.

Compere, Mickie. DOLPHINS. Scholastic, 1970. OP For grades 3 through 6.

Morris, Robert A. DOLPHIN. Harper, 1975. ISBN 0-06-024342-2 $8.89 For grades K through 3. A simple account of the first 5 months of this lovable sea mammal.

WHALES

Bunting, Eve. THE SEA WORLD BOOK OF WHALES. Harcourt, 1980. ISBN 0-15-271948-2 $9.95 For grades 5 through 7. An account of the evolution, habits, and dangers involving whales.

Gardner, Robert. THE WHALE WATCHERS' GUIDE. Messner, 1984. ISBN 0-671-45811-6 $10.79 For grades 6 through 8. Not only a guide to this spectator sport but also a fine introduction to whales and their behavior.

Graham, Ada and Frank. WHALE WATCH. Delacorte, 1978. ISBN 0-440-09505-0 $7.95 For grades 6 through 8. A history of the whale, with emphasis on its present precarious position.

Harris, Susan. WHALES. Watts, 1980. ISBN 0-531-00444-9 $8.60 For grades 2 through 4. A well-organized introductory narrative that covers basic material thoroughly.

Hoke, Helen and Pitt, Valerie. WHALES. Watts, 1981. OP For grades 4 through 7. An introduction to the types, characteristics, and habits of whales, porpoises, and dolphins.

Hurd, Edith Thacher. THE MOTHER WHALE. Little, 1973. OP For grades 2 through 3. This simple informative description of the life cycle of the sperm whale begins with the birth of a calf and its gradual growth to independence; attractively illustrated with block prints.

Jacobs, Francine. SOUNDS IN THE SEA. Morrow, 1977. OP For grades 4 through 6. The noisy sea is examined, with special attention to the language of the whale and porpoise.

McGovern, Ann. LITTLE WHALE. Four Winds, 1979. Op For grades 2 through 4. The life of a humpback whale from birth to adulthood.

McGowen, Tom. ALBUM OF WHALES. Rand McNally, 1980. ISBN 0-02-688505-0 $8.95 For grades 4 through 6. An introduction to the history of whales, their habits, and species.

McNulty, Faith. WHALES, THEIR LIFE IN THE SEA. Harper, 1975. ISBN 0-06-024169-1 $10.89 For grades 4 through 6. A variety of interesting information is given about these large sea animals.

Mizumura, Kazue. THE BLUE WHALE. Harper, 1971. OP For grades 2 through 3. An easy-to-read book about the blue whale, its habits, and how it is threatened by humans.

Ricciuti, Edward R. CATCH A WHALE BY THE TAIL. Harper, 1969. OP For grades 2 through 3.

Patent, Dorothy. WHALES: GIANTS OF THE DEEP. Holiday, 1984. ISBN 0-8234-0530-3 $12.95 For grades 5 through 8. A fine introduction to various kinds of whales and where and how they live.

Posell, Elsa. WHALES AND OTHER SEA MAMMALS. Childrens Press, 1982. ISBN 0-516-41663-4 $6.95 For grades 1 through 4. A description of these sea animals in large type and many color illustrations.

Selsam, Millicent E., and Hunt, Joyce. A FIRST LOOK AT WHALES. Walker, 1980. ISBN 0-8027-6388-x $8.85 For grades 2 through 3. Descriptions of whales are included that show the various species and how they differ from fish.

FISH

Arnold, Caroline. ELECTRIC FISH. Morrow, 1980. OP For grades 3 through 5. Many fish - not just eels, but even sharks - use electric signals.

Broekel, Ray. DANGEROUS FISH. Childrens Press, 1982. ISBN 0-516-01635-0 $6.95 For grades 1 through 4. An introduction to some of the less friendly members of the fish family.

Brown, Anne Ensign. WONDERS OF SEA HORSES. Dodd, 1979. OP For grades 5 through 7. A well-organized account that includes a section on the care and raising of sea horses.

Cole, Joanna, and Wexler, Jerome. A FISH HATCHES. Morrow, 1978. ISBN 0-688-22153-x $9.75 For grades 3 through 5. The story of a trout, from egg to fully grown fish, in text and photographs.

Eastman, David. WHAT IS A FISH? Troll, 1982. ISBN 0-89375-660-1 $8.89 For grades K through 3. A simple account that shows various kinds of fish.

Fegely, Thomas D. THE WORLD OF FRESHWATER FISH. Dodd, 1978. OP For grades 6 through 9. A general overview of the structure and environment of the many freshwater species of fish.

Fletcher, Alan M. FISHES DANGEROUS TO MAN. Addison, 1969. OP For grades 4 through 6. About 25 fish - including the stingray, shark, and piranha - are described.

Freedman, Russell. KILLER FISH. Holiday, 1982. ISBN 0-8234-0449-8 $9.95 For grades 3 through 5. An account of such fish as the stingray that attack humans.

Friedman, Judi. THE EELS' STRANGE JOURNEY. Harper, 1976. OP For grades 2 through 3. An account of the puzzling migrations of Atlantic Coast eels.

Hogan, Paula Z. THE SALMON. Raintree, 1979. ISBN 0-8172-2232-4 $14.25 For grades 1 through 3. The life cycle of the salmon in very simple text and pictures.

Horton, Casey. FISH. Watts, 1983. OP For grades 5 through 7. A well-illustrated volume that introduces fish by type and characteristics.

Jacobs, Francine. BARRACUDA: TIGER OF THE SEA. Walker, 1981.OP For grades 2 through 4. The life cycle of the barracuda, plus its hunting habits.

Lane, Margaret. THE FISH: THE STORY OF THE STICKLEBACK. Dial, 1983.OP For grades 2 through 4. A superior nature work with clear text and meticulous illustrations.

Morris, Robert A. SEA HORSE. Harper, 1972. ISBN 0-06-024339-2 $8.89 For grades 1 through 3. A simply written explanation of the habits of the Atlantic sea horse.

Overbeck, Cynthia. THE FISH BOOK. Lerner, 1978. ISBN 0-8225-1110-x $4.95 For grades 3 through 5. An introduction to 12 varieties of tropical fish found in aquariums.

Patent, Dorothy. FISH AND HOW THEY REPRODUCE. Holiday, 1976. OP For grades 6 through 9. After introductory chapters on the types of fish and their adaptations, there is a detailed account of mating habits, spawning, and other related topics.

Phleger, Fred. RED TAG COMES BACK. Harper, 1961. ISBN 0-06-024706-1 $8.89 For grades 1 through 3. The life cycle of a salmon in an easily read, charmingly illustrated account.

Pringle, Laurence. THE MINNOW FAMILY: CHUBS, DACE, MINNOWS AND SHINERS. OP For grades 3 through 5. The whys and wherefores of the world's largest fish family.

Selsam, Millicent E., and Hunt, Joyce. FIRST LOOK AT FISH. Scholastic, 1972. ISBN 0-8027-6120-8 $1.50 For grades 1 through 3. The anatomy of fish and an introduction to the most important species are 2 of the topics discussed in this elementary treatment.

Zim, Herbert S., and Shoemaker, Hurst H. FISHES A GUIDE TO FRESH AND SALTWATER SPECIES. Western, 1957. ISBN 0-307-24059-2 $10.38 For grades 5 through 8.

SHARKS

Blumberg, Rhoda. SHARKS. Avon, 1976. ISNB 0-531-00846-0 $2.25 For grades 4 through 6. An excellent introduction to sharks - their food, habits, and enemies.

Bunting, Eve. THE GREAT WHITE SHARK. Messner, 1982. OP For grades 5 through 6. An easy-to-read account that introduces its fearsome subject well.

Bunting, Eve. THE SEA WORLD BOOK OF SHARKS. Harcourt, 1979. ISBN 0-15-271952-0 $12.95 For grades 4 through 9. A profile of the structure, life, and habits of sharks.

Carrick, Carol. SAND TIGER SHARK. Houghton, 1977. ISBN 0-395-28779-0 $9.95 For grades 2 through 4. An informative and dramatic account of tiger sharks and other marine creatures-hungry, hostile, predatory, and solitary. Also use: HUNGRY SHARKS by John F. Waters. (Harper, 1973. $10.89)

McGovern, Ann. SHARKS. Four Winds, 1976. ISBN 0-590-10234-6 $1.50 For K through 3. In question-and-answer format, the author gives introductory information about sharks, including their habitat and eating habits.

McGowen, Tom. ALBUM OF SHARKS. Rand McNally, 1977. ISBN 0-02-688513-1 $8.95 For grades 4 through 6. Eleven types of sharks, with material on structure, habits, size, and stories surrounding each. Also use: SHARKS by Herbert S. Zim (Morrow, 1966. $7.63)

Selsam, Millicent E., and Hunt, Joyce, A. FIRST LOOK AT SHARKS. Scholastic, 1979. ISBN 0-8027-6373-1 $1.50 For grades 1 through 3. The physical characteristics and behavior of the shark are covered in this beginning account.

CRUSTACEANS

Johnson, Sylvia A. CRABS. Lerner, 1982. ISBN 0-8225-1471-0 $9.95
A look at the structure and life cycle of various crabs.

OYSTERS, SPONGES, STARFISH

Hurd, Edith Thacher. STARFISH. Harper, 1962. ISBN 0-690-77069-3 $10.89 For grades 2 through 4. The structure of the starfish, its eating habits, and its reproductive pattern are simply explained.

Jacobson, Morris K., and Pong, Rosemary. WONDERS OF SPONGES. Dodd, 1976. OP For grades 5 through 8. An explanation of the life and habits of sponges, well illustrated with photographs.

Zim, Herbert S. SEA STARS AND THEIR KIN. Morrow, 1976. OP For grades 5 through 7. The types of starfish are discussed, their feeding habits, and the growth and reproduction cycles.

OCTOPUS

Bunting, Eve. THE GIANT SQUID. Messner, 1981. ISBN 0-671-43776-3 $9.29 For grades 5 through 9. An easily read account of these mysterious monsters of the deep.

Carrick, Carol. OCTOPUS. Houghton, 1978. ISBN 0-395-28777-4 $7.95 For grades 2 through 4. The day-to-day life of a female octopus that ends with the egg-laying process.

CORALS AND JELLYFISH

Berger, Gilda. THE CORAL REEF: WHAT LIVES THERE. Putnam, 1977. OP For grades 2 through 4. How coral reefs are formed and their wildlife are 2 of the topics in this book.

Jacobson, Morris K., and Franz, David R. WONDERS OF CORALS AND CORAL REEFS. Dodd, 1979. OP For grades 6 through 9. A well-researched and thorough account of coral reefs and their inhabitants.

Johnson, Sylvia A. CORAL REEFS. Lerner, 1984. ISBN 0-8225-1451-6 $9.95 For grades 4 through 7. The creation and composition of coral reefs and the life they support.

Oxford Scientific Films. JELLYFISH AND OTHER SEA CREATURES. Putnam, 1982. ISBN 0-399-20852-6 $8.95 For grades 2 through 6. Extraordinary photographs are featured in this beginner's book.

Radlauer, Ruth, and Anderson, Henry M. REEFS. Childrens Pr., 1983. ISBN 0-516-07836-4 $11.95 For grades 4 through 6. The story of coral reefs, where they are, and what life they support.

Ronai, Lili. CORALS. Harper, 1976. OP For grades 2 through 3. An excellent first book on corals, describing how reefs are formed, how corals eat and regenerate, and the different kinds of coral.

Waters, John F. A JELLYFISH IS NOT A FISH. Harper, 1979. OP For grades 2 through 3. A simple introduction to the life and habits of jellyfish.

SHELLS

Abbott, R. Tucker. SEA SHELLS OF THE WORLD. Western, 1962. ISBN 0-307-24410-5 $2.95 For grades 3 through 6. A basic guide, well illustrated. Also use: SEASHELLS OF NORTH AMERICA (Western, 1969)

Goudey, Alice E. HOUSES FROM THE SEA. Scribners, 1959. OP For grades K through 3. A picure storybook about shells.

Selsam, Millicent E., and Hunt, Joyce A. FIRST LOOK AT SEASHELLS Walker, 1983. ISBN 0-8027-6503-3 $7.95 For grades 1 through 3. A simple explanation of how seashells are classified.

SEASHORES

Cooper, Elizabeth K. SCIENCE ON THE SHORES AND BANKS. Harcourt, 1960. OP For grades 6 through 9. Animal and plant life in or near water.

Kirkpatrick, Rena K. LOOK AT SHORE LIFE. Raintree, 1978. ISBN 0-8172-2358-4 $14.25 For grades K through 2. A very superficial introduction that is suitable for browsing purposes.

Kohn, Bernice. BEACHCOMBER'S BOOK. Penguin, 1970. ISBN 0-14-049158-9 $3.95 For grades 4 through 6. An interesting guide to seashore life.

Zim, Herbert S., and Ingle, Lester. SEASHORES. Western, 1955. ISBN 0-307-24496-2 $11.54 For grades 5 through 8. Subtitle: A GUIDE TO ANIMALS AND PLANTS ALONG THE BEACHES.

Aldridge, Josephine. FISHERMAN'S LUCK. Berkeley, Parnassus Press, 1966. O.P.
Old Sy the fisherman loses his house and wharf to a mighty storm but "fisherman's luck" brings him another house from the sea.
1-3

Aliki. WE ARE FRIENDS. N.Y., Greenwillow, 1982. O.P.
When Robert's best friend, Peter, moves away, both are unhappy, but they learn that they can make new friends and still remain best friends.
K-3

Allen, Pamela. HIDDEN TREASURE. N.Y., Putnam, 1986. ISBN: 0-399-21427-5. $13.95.
After claiming the treasure that he and his brother haul out of the ocean, Herbert spends the rest of his life guarding his gold. A good lesson on greed.
K-3

Allen, Pamela. WHO SANK THE BOAT? N.Y., Coward, 1982. ISBN: 0-698-20576-6. $10.95.
Five animals go for a ride in a boat, but one sinks it - who do you suppose is the culprit?
K-3

Allison, Beverly. MITZI'S MAGIC GARDEN. Champaign, Ill., Garrard Pub., 1971. O.P.
Mitzi plants different things such as strings, plants, balloons, straws, etc., and is surprised to see the outgrowth.
K-3

Amoss, Berthe. OLD HASDRUBAL AND THE PIRATES. N.Y., Parents Magazine Press, 1971. O.P.
The "true" story of the Battle of New Orleans - a rousing tale of an alligator, Pirate Lafitte, and old great-great-grandfather, Hasdrubal.
1-3

Andrews, Jan. VERY LAST FIRST TIME. N.Y., Macmillan, 1986. ISBN: 0-689-50388-1. $12.95.
Eva, an Inuit, goes by herself under the ice to the bottom of the sea to search for mussels.
picture book

Ardizzone, Edward. LITTLE TIM AND THE BRAVE SEA CAPTAIN. N.Y., Penguin, 1983. ISBN: 0-14-050175-4. $3.95.
Stowaway Tim learns to be useful and shows courage during the shipwreck. Also use the other LITTLE TIM books.
1-4

Asch, Frank. PEARL'S PIRATES. N.Y., Delacorte, 1987. ISBN: 0-385-29546-4
$13.95.
Led by the plucky Pearl, a small band of mice set sail in a model ship and brave the dangers of Frog Island in search of lost pirate treasure.
picture book

Asch, Frank. SAND CAKE. N.Y., Parents, 1979. ISBN: 0-686-86571-5
$5.95.
A little bear and his father play an imaginative game on the beach.
picture book

Balian, Lorna. SOMETIMES IT'S TURKEY--SOMETIMES IT'S FEATHERS.
N.Y., Abingdon Press, 1973. ISBN: 0-687-39074-5 $5.95
When she finds a turkey egg, Mrs. Gunn decides to hatch it and have turkey for Thanksgiving dinner.
K-1

Baum, Louis. JUJU AND THE PIRATE. N.Y., Peter Bedrick Books, 1983.
O.P.
JuJu was a parrot who lived in a jungle but dreamed of being owned by a real pirate.
K-2

Bemelmans, Ludwig. MADELINE'S RESCUE. N.Y., Penguin, 1953.
ISBN: 0-670-44716-1 $13.95
A picture story book with rhymed text about little Madeline in Paris.
K-3

Bright, Robert. GEORGIE AND THE NOISY GHOST. N.Y., Doubleday, 1971.
O.P.
Georgie the ghost vacations at the beach where he meets the ghost of a sea captain.
picture book

Brown, Margaret Wise. THE SEASHORE NOISY BOOK. N.Y., Harper and Row,
1941. O.P.
Because he has never heard the sound of the sea, Muffin enjoys the experience on a big sailboat.

Buffett, Jimmy & Savannah Jane. THE JOLLY MON. San Diego, Cal., HBJ, 1988.
ISBN: 0-15-240530-5. $14.95.
Relates the adventures of a fisherman who finds a magic guitar floating in the Caribbean Sea.
picture book

Burningham, J. COME AWAY FROM THE WATER, SHIRLEY. N.Y., Harper, 1983.
ISBN: 0-06-443-39. $3.95.
A little girl uses her imagination while at the beach.
Easy

Burningham, J. MR. GUMPY'S OUTING. N.Y., Holt, 1970.
ISBN: 0-805-00708-3. $14.95.
Mr. Gumpy goes for a quiet boat ride - until all his animal friends decide to come too.
Easy

Carle, Eric. A HOUSE FOR HERMIT CRAB. Saxonville, Mass., Picture Book Studios, 1987. ISBN: 0-887-0056-1. $14.95.
Hermit Crab sets out to make his plain house something special.
PS-2

Carrick, Carol. DARK AND FULL OF SECRETS. Dayton, OH, Clarion/T&F, 1984. ISBN: 0-89919-536-9. $4.95.
Christopher drifts too far away from shore while snorkeling in the pond, then panics when he can't touch bottom. His dog comes to his rescue.
picture book

Cartwright, Sally. WATER IS WET. N.Y., Coward, 1973. O.P.
Full of observations and suggestions for activities to show children the various qualities of water in all its forms.

Coatsworth, Elizabeth. BOB BODDEN AND THE GOOD SHIP ROVER. Champaign, Ill., Garrad Pub., 1968. O.P.
The story of how Bob Bodden became commodore of the fleet.

Cohen, Miriam. BEST FRIENDS. N.Y., Macmillan, 1971. ISBN: 0-02-722800-2
No summary available.
PS-1

Coles, Alison and Michael Charlton. MICHAEL AND THE SEA. Tulsa, OK., 1985. O.P.
With the loving help of his father, Michael learns to overcome his fear of the sea.
P-2

Cosgrove, Stephen. CAP'N SMUDE. Grants Pass, Ore., 1977. O.P.
A one-legged sea captain is teased by all the fishermen but vows to get even.
Easy

Crews, Donald. HARBOR. N.Y., Greenwillow, 1982. ISBN: 0-688-00862-3 $11.88.
Bold graphics present different kinds of ships and boats in a harbor.
picture book

Crump, Fred, Jr. MARIGOLD AND DRAGON. Austin, Tex., Steck-Vaughn, 1964. O.P.
The story of little princess Marigold who has no friend to play with her. She meets Snigglefritz, a dragon, and risks her safety for him.
Easy

Day, Edward. JOHN TABOR'S RIDE. N.Y., Knopf, 1989. ISBN: 0-394-98577-x $13.99.
John Tabor complains about everything on his first whaling voyage until he meets a strange old man and a giant whale who teach him a lesson.
1-3

Delton, Judy. TWO GOOD FRIENDS. N.Y., Crown Pub., 1986.
ISBN: 0-517-55949-8. $2.95
Bear visits Duck in his clean house but they have no food. Duck visits Bear in his terribly messy house but they have no clean dishes for food. What the two friends do for each other follows.
PS-1

deRegniers, Beatrice Schenk. MAY I BRING A FRIEND? N.Y., Atheneum/Macmillan, 1964. ISBN: 0-689-20615-1. $13.95.
The king and queen invite the litte boy for dinner frequently and allow him to bring a friend.
Easy

Devlin, Harry. WALLOPING WINDOW BLIND. Princeton, N.J., Van Nostrand, 1968. O.P.
"A capital ship for an ocean trip was the Walloping Window Blind." Thus starts a rousing nonsense poem about the sea, humorously illustrated in full color by Devlin.
Easy

Dewey, Ariane. LAFFITE THE PIRATE. N.Y., Greenwillow Books, 1985.
ISBN: 0-688-04230-9. $11.75.
Presents sheer myths and some stories based on fact about the controversial pirate who aided the U.S. in the War of 1812, but returned to his life of piracy thereafter.
PS-3

Domanska, Janice. IF ALL THE SEAS WERE ONE SEA. N.Y., Macmillan, 1971. ISBN: 0-027-32540-7. $12.95.
A strikingly illustrated picture book for those with imagination.
1-2

Duvoisin, Roger. MR. AND MRS. BUTTON'S WONDERFUL WATCHDOGS.
N.Y., Lothrop, Lee & Shepard Co., 1978. O.P.
No summary available.
1-2

Duvoisin, Roger. PETUNIA'S TREASURE. N.Y., Alfred A. Knopf, 1975.
O.P.
Petunia finds a treasure chest and thinks she is rich and important. Her barnyard friends are eager to share her fortune.
Easy

Ets, Marie Hall. PLAY WITH ME. N.Y., Viking Press, 1955.
ISBN: 0-670-55977-6. $13.95.
A little girl finds animal friends in the meadow who come back to play with her after initially running away.
PS-1

Faulkner, Jackie. THE AMAZING VOYAGE OF JACKIE GRACE. N.Y., Scholastic, 1987. O.P.
A young boy's imagination takes him on a wonderful adventure on the high seas.
PS-3

Field, Eugene. WYNKEN, BLYNKEN AND NOD. N.Y., Dutton, 1982.
ISBN: 0-525-44199-9. $11.95.
A good bedtime poem with lovely images. Beautifully illustrated.
PS-1

Freeman, Don. CHALK BOX STORY. Philadelphia, PA., Lippencott, 1976.
O.P.
Crayons in a box draw a sea story by adding colors one by one as each takes a turn.
PS

Freeman, Don. COME AGAIN PELICAN. N.Y., Viking, 1961. O.P.
Ty and a pelican make friends on the beach while catching fish, and at the end of the day, each gives the other a big surprise.
1-3

Gag, Wanda. MILLIONS OF CATS. N.Y., Putnam, 1977. ISBN: 0-698-20091-8. $7.95.
An unusual picture book about a very old man and woman who wanted one little cat and found themselves with millions, billions and trillions of cats.
K-3

Garelick, May. DOWN TO THE BEACH. N.Y., Four Winds Press, 1973. O.P.
A gentle picture of the sights and sounds of the beach.
picture book

Gebert, Warren. THE OLD BALL AND THE SEA. N.Y., Brandbury Press, 1988. ISBN: 0-027-35821-6. $12.95.
A boy and his dog spend the day at the beach building sand castles and playing with an old ball that washes ashore.
PS

Gibbons, Gail. BOAT BOOK. N.Y., Holiday, 1983. ISBN: 0-8234-0709-8
$5.95.
An introduction to all sorts of boats with colorful, simple, but detailed illustrations.
picture book

Ginsburg, Mirra. FOUR BRAVE SAILORS. N.Y., Greenwillow, 1987.
ISBN: 0-688-06515-5. $11.88.
Four mice are brave sailors who fear nothing except the cat.
Easy

Gomi, Taro. WHERE'S THE FISH? N.Y., Morrow, 1986. ISBN: 0-688-0621-5. $11.95.
The reader is invited to find the fish in pictures where it is well camouflaged.
picture book

Graham, Thomas. MR. BEAR'S BOAT. N.Y., Dutton, 1988.
ISBN: 0-525-44375-4. $11.95.
Mr. Bear builds a sailboat and together with Mrs. Bear he sets off for a peaceful ride and picnic.
P-1

Gramatky, Hardie. NIKOS AND THE SEA GOD. N.Y., Putnam, 1963. O.P.
Nikos, the Greek island boy, makes a friend of the Sea God, Poseidon.
K-2

Gray, Catherine. TAMMY AND THE GIGANTIC FISH. N.Y., Harper, 1983.
ISBN: 0-060-22139-9. $12.89.
Tammy catches the biggest fish ever but finds that less is better.
P-2

Grimm, Jacob and Wilhelm K. Grimm. THE BREMEN TOWN MUSICIANS.
Saxonville, MA., Picture Book Studio, 1988.
ISBN: 0-88708-071-5. $13.95.
A tale of four lonely old animals, about to be done away with, who look for a new place to live.
PSup

Haas, Irene THE MAGGIE B. N.Y., Macmillan, 1975. ISBN: 0-689-50021-1.
$12.95.
A young girl wishes to sail on a boat of her own in this dream-come-true fantasy.
picture book

Hallinan, P.K. THAT'S WHAT A FRIEND IS. N.Y., Children's Press,
1977. ISBN: 0-516-0328-9. $2.95.
Describes friendship in rhymed text and illustrations.
K-3

Hayes, Barbara. ALI BABA. Rourke Enterprises, Inc., 1984. O.P.
A poor woodcutter discovers the hidden riches of 40 thieves, survives great danger and makes his whole family rich and happy.
PS-2

Hayes, Barbara. SINBAD. Rourke Enterprises, 1984. O.P.
Sinbad survives when his ship is destroyed by giant Rocs and by his cleverness wins his way back from a remote island to his own home.
PS-2

Heide, Florence Parry. THAT'S WHAT FRIENDS ARE FOR. N.Y., Four Winds
Press, 1968. O.P.
Theodore Elephant has hurt his leg and can't get to the end of the forest to meet his cousin. His forest friends help him 'cause "that's what friends are for."
Easy

Hillert, Margaret. FOUR GOOD FRIENDS. Chicago, Follett, 1981. O.P.
A retelling of the Grimm fairy tales in which four animal friends in search of a place to live, scare robbers from a house in the forest and decide to live there together.
1-2

Himmelman, John. MONTIQUE ON THE HIGH SEAS. N.Y., Viking, 1988.
ISBN: 0-670-81861-5. $11.95.
After being flooded out of his home and swept out to sea, Montique the mole finds himself leading a crew of shipboard mice in a daring rescue!
P-2

Hort, Lenny. THE BOY WHO HELD BACK THE SEA. N.Y., Dial, 1987.
ISBN: 0-803-70407-0. $14.89.
Beautifully illustrated version of the boy who blocked a hole in the dike and saved his town.
1-4

Hurd, Edith Thacher. WHAT WHALE? WHERE? N.Y., Harper, 1966. O.P.
Two boys go fishing and end up with a whale of an adventure.
P-2

Hutchins, P. ONE-EYED JAKE. N.Y., Greenwillow, 1979. O.P.
One-eyed Jake is a mean and greedy pirate. He has loaded his ship so full of stolen goods that it is in danger of sinking. So he unloads his mates. There is a good surprise ending here.
P-2

Isadora, Rachel. THE PIRATES OF BEDFORD STREET. N.Y., Greenwillow, 1988. ISBN: 0688-05208-8. $11.88.
After Joey sees a pirate movie, the adventures of the pirates continue in his imagination and his chalk drawings.
1-3

Kalan, Robert. BLUE SEA. N.Y., Greenwillow, 1979. ISBN: 0-688-84148
$12.88
Brightly colored fish in a sea of blue illustrate shape and size concepts.
PS

Kellog, Steven. THE ISLAND OF THE SKOG. N.Y., Dial, 1973.
ISBN: 0-803-73840-4. $13.89.
The mice are chased out of their house by the cat and sail across the sea to an island where danger awaits.
K-2

Kessler, Leonard. PIRATE'S ADVENTURE ON SPOOKY ISLAND. Champaign, Ill., Garrad, 1979. ISBN: 0-811-64414-6. $6.69.
An easy reader that is also a good scary adventure with good and bad pirates and a parrot named Polly.
K-2

Kraus, Robert. HERMAN THE HELPER. N.Y., Simon and Schuster, 1974.
ISBN: 0-671-66887-0. $10.95.
Herman the helpful octopus is always willing to help anyone - friend or enemy.
P-2

Kumin, Maxine. THE BEACH BEFORE BREAKFAST. N.Y., Putnam, 1964. O.P.
An adult and child go exploring on the beach early one morning and return to their beach cottage for pancakes and blueberry muffins.
1-3

Langstaff, John. FROG WENT-A-COURTIN'. N.Y., Harcourt Brace Jovanovich, 1955. ISBN: 0-15-230214-x. $14.95.
Frog courts Miss Mouse, marries her at a very nice wedding, then the entire wedding party is eaten by a big black snake.
K-3

Levy, Elizabeth. SOMETHING QUEER ON VACATION. N.Y., Delacourte Press, 1980. ISBN: 0-440-08347-8.
No summary available.
K-3

Lindgren, Barbro. THE WILD BABY GOES TO SEA. N.Y., Greenwillow, 1982. ISBN: 0-688-01961-7. $11.88.
A sea adventure in verse with baby Ben as the hero.
P-2

Lionni, Leo. ON MY BEACH THERE ARE MANY PEBBLES. N.Y., Astor-Honor, 1961. ISBN: 0-839-23024-9. $10.95.
An evocative glimpse at the many imaginative shapes and sizes of pebbles on the beach.
P-2

List, Ilka. GRANDMA'S BEACH SURPRISE. N.Y., G.P. Putnam & Sons, 1975. O.P.
No summary available.
K-3

Lobel, Anita. THE TROLL MUSIC. N.Y., Harper and Row, 1966. ISBN: 0-06-023930-1. $13.89.
A group of traveling musicians who played music until a mischievous troll cast a spell over them.
PS-3

Long, Jack. THE SUNKEN TREASURE MYSTERY. N.Y., Checkerboard Press/ Macmillan, 1987. ISBN: 0-02-688776-2. $3.95.
No summary available.
PS-3

McCloskey, Robert. BURT DOW, DEEP-WATER MAN. N.Y., Viking, 1963. ISBN: 0-670-197483. $15.95.
A rollicking tale of the sea involving a fisherman called Burt Dow, his old double-ender boat called the Tidely-Idley, his pet sea gull and the adventure that befalls them.
1-3

McCloskey, Robert. ONE MORNING IN MAINE. N.Y., Viking, 1952. ISBN: 0-670-52627-4. $13.95.
The feeling of living by the ocean is beautifully conveyed in this book by a standard children's book author.
K-3

Mahy, Margaret. THE MAN WHOSE MOTHER WAS A PIRATE. N.Y., Viking Kestrel, 1986. ISBN: 0-670-81070-3. $9.95.
A funny story of a stuffy little man who goes off to sea with his mother, a former pirate.
picture book

Marshall, Edward. THREE BY THE SEA. N.Y., Dial Press, 1981.
ISBN: 0-8037-8671-9.
No summary available.
PS-3

Mendosa. George. THE SAND POEMS. N.Y., L.W. Singer Co., 1967. O.P.
No summary available.
K-3

Moncure, Jane. A BEACH IN MY BEDROOM. N.Y., Child's World, Inc., 1978.
ISBN: 0-89565-005-3.
No summary available.
PS-5

Oxenbury, Helen. BEACH DAY. N.Y., Dial, 1982. O.P.
A wordless board book that shows activities at a beach.
picture book

Peet, William. CYRUS THE UNSINKABLE SEA SERPENT. Boston, MA., Houghton-Mifflin, 1975. ISBN: 0-395-20272-8. $13.95.
High jinks on the ocean with a loveable sea serpent and the unstoppable Bill Peet.
1-3

Peppe, Rodney. THE KETTLESHIP PIRATES. N.Y., Lothrop, 1983. O.P.
Finding that a familiar kettle has been turned into a pirate ship, Pip Mouse sets out on a wild adventure.
K-2

Peter, Lisa. THE SUN, THE WIND, AND THE RAIN. N.Y., Holt, 1988.
ISBN: 0-805-00699-0. $13.95.
Side by side narration of the earth's making of a mountain and Elizabeth's sand mountain on the beach. Quiet and beautifully illustrated.
2-4

Politi, Leo. SONG OF THE SWALLOWS. N.Y., Macmillan, 1986.
ISBN: 0-689-71140-9. $4.95.
The swallows always appeared at the old mission of Capistrano on St. Joseph's Day and Juan, who lived nearby wondered how they could tell them from all the others.
K-3

Polushkin, Maria. WHO SAID MEOW? N.Y., Bradbury, 1988.
ISBN: 0-02-774770-0. $12.95.
A puppy is awakened from his nap by a teasing kitten, and in pursuit he encounters a mouse, a dog, a bee and other creatures. He finds the kitten back in the house, and sure enough, it does say meow.
P-3

Poulet, Virginia. BLUE BUG'S BEACH PARTY. N.Y., Children's Press, 1975. ISBN: 0-516-03423-5.
No summary available.
K-3

Raffi. DOWN BY THE BAY. N.Y., Crown, 1987. ISBN: 0-517-56644-3. $9.95.
Riotous illustrations by Nadine Westcott accompany the song about "a goose kissing a mouse," "a fly wearing a tie" and other silly happenings, all taking place down by the bay!
All ages.

Robbins, Ken. BEACH DAYS. N.Y., Viking Kestrel, 1987. ISBN: 0-670-80138-0. $13.95.
A simple, poetic text and hand-tinted photos recreate the fun of a beach trip.
P-2

Rockwell, Anne. BOATS. N.Y., Dutton, 1982. ISBN: 0-525-44004-6. $11.95.
All kinds of boats are brightly illustrated for the very young.
1-3

Rockwell, Anne. TUHURAHURA AND THE WHALE. N.Y., Parents Magazine, 1971. O.P.
A Maori legend about a child and his pet whale, Tutunai.
2-3

Ryder, Joanne. BEACH PARTY. N.Y., Children's Press, 1982. O.P.
No summary available.
K-3

Ryder, Joanne. A WET AND SANDY DAY. N.Y., Harper & Row, 1977. O.P.
No summary available.
K-3

Russ, Lavina. ALEC'S SAND CASTLE. N.Y., Harper & Row, 1972. O.P.
No summary available.
K-3

Samton, Sheila. BESIDE THE BAY. N.Y., Philomel, 1987. ISBN: 0-399-21420-8. $12.95.
Describes the colorful things seen on a walk beside the bay.
PS

Schick, Eleanor. SUMMER AT THE SEA. N.Y., Greenwillow Books, 1979 . O.P.
No summary available.
K-3

Schroder, William. PEA SOUP AND SEA SERPENTS. N.Y., Lothrop, 1977. O.P.
Two young boys det off to hunt for sea serpents, but are foiled by thick fog.
Picture book.

Sendak, Maurice. WHERE THE WILD THINGS ARE. N.Y., Harper, 1963.
ISBN: 0-060-25493-9. $12.89.
When Max misbehaves and is banished to his room, he sails away in his own private boat to an island where all wild things live, and he becomes their king.
PS-2

Sharmat, Marjorie. I'M NOT OSCAR'S FRIEND ANYMORE. N.Y., Penguin, 1975. O.P.
A small boy mulls over the fight he's had with his ex-best friend, Oscar. He envisions Oscar moping, Oscar bored, finding the humor has gone out of television and joy of life. He decides to give Oscar one more chance and walks by his house.
1-2

Shulevitz, Uri. THE TREASURE. N.Y., Farrar, Straus, & Giroux, Inc., 1978. ISBN: 0-374-37740-5. $13.95.
Three times a voice speaks to Isaac in his dreams, telling him to go to the capital city and look for a treasure under the bridge by the royal palace. Feeling a little foolish, but determined to see if the dream is true, Isaac sets out on his long journey.
PS

Siberell, Anne. WHALE IN THE SKY. N.Y., Dutton, 1982.
ISBN: 0-525-44021-6. $11.95.
A northwest Indian legend, about Whale and Frog and how Thunderbird taught Whale a lesson.
k-3

Slobodkin, Louis. THE LITTLE MERMAID WHO COULD NOT SING. N.Y., Macmillan, 1956. O.P.
The curious story of Cynthia, the red-headed mermaid who could not sing, and how she found a use for her "talent."
1-3

Steig, William. AMOS AND BORIS. FS & G, 1971. ISBN: 0-374-30278-2. $14.95.
A warm story of two best friends: a whale and a mouse.
Picture book.

Stevenson, James. CLAMS CAN'T SING. N.Y., Greenwillow Books, 1980. O.P.
No summary available.
K-3

Taylor, Mark. THE BOLD FISHERMAN. San Francisco, Golden Gate Books, 1967. O.P.
This story is about a bold fisherman and the tales he tells which plunge him into a whole lot of trouble!
1-3

Tobias, Tobi. AT THE BEACH. N.Y., McKay, 1978. O.P.
A little girl describes a happy, active day with her family at their beach house.
P-2

Tresselt, Alvin. I SAW THE SEA COME IN. N.Y., Lothrop, Lee and Shepard, 1954. O.P.
The colors in this pleasing picture book are as fresh as the early morning in which the little boy went down to the sea with his pail, shovel and his sea captain's cap. He has the thrill of being first on the white beach, the joy of poking about and discovering treasures and the changing mood of the sea.
K-1

Trez, Denise and Alain. THE SMALLEST PIRATE. N.Y., Viking Press, 1970. O.P.
An imaginative, simple tale of a gentle pirate and his adventures.
P-2.

Turkle, Brinton. DO NOT OPEN. N.Y., Dutton, 1981. ISBN: 0-525-28785-x. $12.95.
Miss Moddy and her cat Captain Kidd, go treasure hunting on the beach after a storm, but what they discover is definitely not gold!
K-3

Van Allsburg, Chris. THE WRECK OF THE SEPHYR. Boston, MA., Houghton Mifflin, 1983. ISBN: 0-395-33075-0. $15.95.
A storm carries a young boy to a place where boats sail the skies. Picture book.

Vinton, Iris. LOOK OUT FOR PIRATES! N.Y., Random, 1961. ISBN: 0-394-90022-7. $6.99.
An easy reader adventure with good guys, a treasure, ships, storms, and black hearted pirates.
1-2

Waber, Bernard. IRA SLEEPS OVER. Boston, MA, Houghton Mifflin, 1973. ISBN: 0-395-13893-0. $14.95.
A small boy's joy in being asked to spend the night with a friend who lives next door is unrestrained until his sister raises the question of whether or not he should take his teddy bear.
K-3

Waterton, Betty. A SALMON FOR SIMON. N.Y., Atheneum, 1980. O.P.
A quiet beautiful beach story about a salmon and the Canadian boy who saves him.
1-3

Wegen, Ronald. SAND CASTLE. N.Y., Greenwillow, 1977. O.P.
Sea creatures create a sand castle, each adding something unique. A small simple book.
PS

Yamashita, Harvo. MICE AT THE BEACH. N.Y., William Morrow, 1987. ISBN: 0-688-07064-7. $11.88.
Daddy Mouse is so tired from keeping track of his seven little mice at the beach that he fails to notice the tide coming in where he's taking his nap.
P-2

Zion, Gene. HARRY BY THE SEA. N.Y., Harper & Row, 1965.
ISBN: 0-060-26856-5. $12.89.
Everyone's favorite dog, Harry, loses his family at the beach and is mistaken for a sea monster.
P-2

Zion, Gene. HARRY, THE DIRY DOG. N.Y., Harper & Row, 1956.
ISBN: 0-06-026865-4. $12.70.
A dog becomes so dirty his family almost doesn't recognize him.
K-3

RESOURCE BOOKS

ADVENTURES AT THE PIRATE CAVE: CRAYOLA ACTIVITY STORYBOOK.
Easton, PA: Binney & Smith, Inc., 1981. OP
Includes pirate games, ship, etc.

Anderson, Paul S. STORYTELLING WITH THE FLANNEL BOARD, BOOK TWO.
Minneapolis, Minn.: T.S. Denison & Co., Inc., 1970.
ISBN: 0-513-00137-9 $14.95

Beckman, Carol, Roberta Simmons, Nancy Thomas. CHANNELS TO CHILDREN.
Colorado Springs, Colo.: published by authors, 1982.
ISBN: 0-317-60683-2 $24.95
An early childhood activity guide for holidays and seasons with lots of ideas including games, activities, science projects, music, poems, crafts.
P.O. Box 25834, Colorado Springs, Colo. 80936

Blocksma, Mary and Dewey. EASY-TO-MAKE WATER TOYS THAT REALLY WORK.
N.J.: Prentice-Hall, 1985. ISBN: 0-13-223561-7 $5.95
All kinds of suggestions for making do-it-yourself toys for use in and on the water.

Borck, Mary Helen BUBBLE GUM RAPPER, A COLLECTION OF ACTIVITIES FOR KIDS, PARENTS AND TEACHERS. Baton Rouge, LA: State Times & Morning Advocate.
Weekly activities collected from the newspaper's page for children.
"Lost at Sea" maze and "Boat and anchor" maze.
Educ. Serv. Dept., State Times & Morning Advocate
P.O. Box 588, Baton Rouge, LA 70821

Borkin, Carol. SCARY HALLOWEEN COSTUME BOOK. N.Y.: Lothrup, 1983.
Pirate costume on pages 61-69. OP

Brashers,Deya and Werlin-Krull, Sharron. CIRCLE TIME ACTIVITIES FOR YOUNG CHILDREN. Orinda, CA: Circle Time Pub., 1 Corte Del Rey 94563, 1981. OP
Songs, fingerplays, chants, etc. organized sequentially by topic according to the school year with the last section being a potpourri of activities.

Brown, Marc Tolon. FINGER RHYMES. New York: E.P. Dutton, 1980
ISBN: 0-525-29732-4 $11.95

Browne, Jerome C. GREAT GIFTS FOR ALL OCCASIONS KIDS CAN MAKE (FOR PRACTICALLY NOTHING). Belmont, CA: David S. Lake Pub., 1986.
ISBN: 0-8224-3596-9 $10.95

Carlson, Bernice Wells LISTEN! AND HELP TELL THE STORY. Ne York, NY: Abingdon Press, 1965. ISBN: 0-687-22096-3. $9.95.
Provides participation activities which require listening skills. Includes fingerplays, action verses, action stories, poems with chorus, etc.

Ciardi, John YOU READ TO ME, I'LL READ TO YOU. New York: J.B. Lippincott Co., 1962. ISBN: 0-397-30646-6 $11.89
Whimsical poems children love. Poems printed in black, you read to me. Poems printed in blue, I'll read to you.

Cole, William. I WENT TO THE ANIMAL FAIR. NY: World, 1958. OP
includes "If you Ever" on page 23.

Cole, William, ed. PICK ME UP: A BOOK OF SHORT SHORT POEMS. NY: Macmillan, 1972. OP
Includes "The Whale" by Theodor Koethke on page 85.

D'Amato, Janet and Alex. CARDBOARD CARPENTRY. New York, NY: Lion Books, 1966. ISBN: 0-87460-085-5 $10.95
Includes SOMETHING FISHY and A JOLLY ROGER SHIP.

Dowell, Ruth. MOVE OVER, MOTHER GOOSE! Mt. Ranier, Maryland: Gryphon, 1987. ISBN: 0-87659-113-6 $9.95
Fingerplay, action verses and funny rhymes for the young.

Dunn, Sonja. BUTTERSCOTCH DREAMS: CHANTS FOR FUN AND LEARNING. Portsmouth, N.H.: Heinemann, 1987. ISBN: 0-921217-07-2 $11.00
Simple chants that play with words and teach rhythm and rhyming.

Durkin, Lisa L., ed. CELEBRATE EVERY DAY. Bridgeport, Conn.: First Teacher Press, 1987.
All kinds of suggestions for holiday and seasonal activities for early childhood classrooms.

Evans, Joy and Jo Ellen Moore. HOW TO MAKE THREE DIMENSIONAL ANIMALS. Carmel, CA: Evan-Moor Corp., 1986. OP
Good, simple patterns useful for storytime favors.

Fellows, Jack B. and Edith. A CALENDAR OF PARTIES. Nashville, TN: Broadman Press, 1951. OP

Five, John Christopher. SUNKEN SHIPS AND TREASURE. NY: Macmillan, 1986. OP
Robert Louis Stevenson poem on page 2.

Fowke, Edith. SALLY GO ROUND THE SUN. NY: Doubleday, 1969. OP
A rich collection of three hundred singing games, ball-bouncing rhymes, silly songs, and teasers and taunts.

Gates, Frieda. EASY TO MAKE COSTUMES. New York, NY: Harvey House, 1978. OP

Greene, Peggy R. THINGS TO MAKE. New York, NY: Random House, 1981. OP

Hayes, Dympna and Melanie Lehmann. FUN WITH THINGS AROUND THE HOUSE. Milwaukee, Wis.: Hayes Pub., Ltd., 1987. ISBN 0-87617-050-5

Holz, Loretta. MOBILES YOU CAN MAKE. New York, NY: Lothrop. OP

Hopkins, Lee Bennett. THE SEA IS CALLING ME. NY: harcourt, 1986. ISBN: 0-15-271155-4 $14.95
An elementary poetry anthology on the sea.

Hunt, Tamara and Nancy Renfro. CELEBRATE! HOLIDAYS, PUPPETS AND CREATIVE DRAMA. Austin, TX: Renfro Studios, 1987. ISBN 317-58474-x $17.95
Lots of suggestions for simple puppets and crafts.

Hunt, Tamara and Nancy Renfro. POCKETFULL OF PUPPETS: MOTHER GOOSE. Austin, TX: Renfro Studios, 1982. ISBN 0-931044-06-5 $9.95
Clever treatment of Mother Goose through puppetmaking and related activities, patterns and ideas for dramatization of the rhymes with children.

Ireson, Barbara. BARNES BOOK OF NURSERY VERSE. NY: Barnes, 1960. OP
Includes "Whale" by Geoffrey Dearmer.

Jones, Linda. EASY BULLETIN BOARDS FOR LIBRARIES. Minneapolis, Minn.: T.S. Denison & Co., Inc., 1970. OP
Very simple bulletin board ideas.

Keene, Frances W. THE KEENE PARTY BOOK. Pelham, NY: The Seahorse Press, 1949. OP

Krause, Robert. HAVING FUN WITH BOOKS. O'Fallon, MO: Book Lures, Inc., 1979. OP

Landeck, Beatrice. MORE SONGS TO GROW ON: A NEW COLLECTION OF FOLK SONGS FOR CHILDREN. NY: Sloane, 1954. OP

MacDonald, Margaret Read. TWENTY TELLABLE TALES. NY: Wilson, 1986. ISBN 0-8242-0719-x $28.00
An excellent collection of twenty folk tales from around the world that are suitable for audience involvement.

MANY THINGS TO DO ACTIVITY BOOK. Racine, Wis.: Merrigold Press, 1988. OP

Menten, Ted. FAVORITE STORYBOOK CHARACTERS: CUT AND USE STENCILS.
NY: Dover, 1987. OP
Includes 50 full-size stencils of characters from all the familiar fairy tales.

Moore, Jo Ellen. MORE FUN WITH BOOKS. Carmel, Cal: Evan-Moor Corp, 1987.
OP
Reproducible activities to accompany well known picture books.

Morrow, Lesley Mandel. SUPER TIPS FOR STORYTELLING. Instructor Pub., 1981.
OP
Good suggestions for enhancing storytimes.

Nelson, Esther L. THE SILLY SONGBOOK. New York, NY: Sterling Pub., 1981.
ISBN 0-8069-7552-0 $9.95

Nichols, Judy. STORYTIME FOR TWO YEAR-OLDS. Chicago, IL: American Library Asso., 1987. ISBN 0-8389-0451-3 $20.00
A "how to" book on toddler storytime, followed by specific suggestions for theme storytimes and favor ideas.

Parish, Peggy. COSTUMES TO MAKE. NY: Macmillan, 1970. OP
Very easy costumes to make included.

Pearlstone, Judy. RHYMES, POEMS, PROJECTS. St. Louis, MO:Milliken, 1979.
OP
Book consists of 24 duplicating masters, each featuring a poem or rhyme accompanied by a related color-cut-paste-activity. The poems and illustrations are simple, lively and appealing.

Peterson, Carolyn Sue and Brenny Hall. STORY PROGRAMS: A SOURCE BOOK OF MATERIALS. Metuchen,N.J.: Scarecrow Press, 1980. ISBN 0-8108-1317-3 $18.50

Pflomm, Phyllis. CHALK IN HAND. Metuchen, N.J.: Scarecrow Press, 1986.
ISBN 0-8108-1921-x $16.50
Good stories and poems to use with a chalkboard.

Phillips, Dave. STORYBOOK MAZES. NY: Dover, 1978. ISBN 0-486-23628-5
$2.50
Mazes based on famous folk tales.

Prelutsky, Jack READ ALOUD RHYMES FOR THE VERY YOUNG. NY: Knopf-Alfred, 1986. ISBN 0-394-89833-8 $14.99

Reynolds, Carlotte and Barbara Parker. POETRY PLEASE. NY: Random House, 1968. OP

Roberts, Lynda MITT MAGIC: FINGERPLAYS FOR FINGER PUPPETS. Gryphon Pub., 1985. ISBN 0-317-55835-8 $8.95
Good patterns and suggestions for finger five puppets.

Scott, Louise Binder. RHYMES FOR LEARNING TIMES. Minn.: Denison, 1983. ISBN 0-513-01763-1 $14.95
A large collection of fingerplays and action rhymes for children 6 and under.

Sevaly, Karen. JUNE IDEA BOOK. Riverside, CA: Teacher's Friend Pub.,1989. ISBN 0-943263-09-3 $8.95
One of a series with activities, clip art and information for each month.

Smith, Deborah V. WITH A HOP, SKIP AND A JUMP, CREATIVE MOVEMENT ACTIVITIES FOR YOUNG CHILDREN. Belmont, CA: Lake Pubs., 1987. ISBN 0-8224-9465-5 $4.95

Stangl, Jean. FINGERLINGS. Belmont, CA: Fearon, 1986. ISBN 0-8224-3061-4 $6.95
Stories and poems for finger puppets and easy to follow directions for making them.

Stangl, Jean. IS YOUR STORYTALE DRAGGING? David S. Lake Pub., 1988. ISBN 0-8224-3904-2 $7.95
Ideas, suggestions and stories for oral storytelling. Follow-up activities, illustrations and patterns for props are provided.

Stangl, Jean. PAPER STORIES. David S. Lake Pub., 1984. ISBN 0-8224-5402-5 $8.95
31 easy-to-tll stories are presented for telling to young children. Paper cut-outs to accompany narrative are included with simple directions for folding, cutting and presenting.

ححupraner, Robyn. RAINY DAY SURPRISES YOU CAN MAKE. Mahwah, NJ: Troll Asso., 1981. ISBN 0-89375-428-5 $2.95

Tashjian, Virginia. JUBA THIS AND JUBA THAT. Boston, Mass.: Little, Brown & Co., 1969. ISBN 0-316-83230-8 $14.95
A valuable book on story hour stretchers, along with it's companion volume WITH A DEEP SEA SMILE.

TEACHER CREATED MATERIALS. QUICK FUN ART. OP
Very basic reproducible patterns for every month of the year.

True, Susan. NURSERY RHYME CRAFTS. Monday Morning Books, 1985.
ISBN 0-912107-33-2 $6.95
Easy-to-do projects that nurture imagination and self-confidence. Simple, appealing activities.

Tudor, Tasha. WINGS FROM THE WIND. Philadelphia,PA: J.B. Lippincott, 1964.
OP
"Captain Kidd" by Stephen Vincent Benet included.

Warren, Jean. CUT AND TELL SCISSOR STORIES. Warren Pub., 1984.
ISBN 0-911019-04-9 $6.95
Original stories with patterns and directions for paper plate cut outs to be used while telling the story or as a follow up activity.

Warren, Jean MORE PIGGYBACK SONGS. Warren Pub. House, 1984.
ISBN 0-911019-02-2 $7.95
New songs sung to the tune of childhood favorites.

Wilmes, Liz and Dick. FELTBOARD FUN FOR EVERYDAY AND HOLIDAYS.
Dundee, IL: Building Blocks, 1984. ISBN 0-943452-02-3 $12.95
Has good clear pictures of everyday things for copying.

Winer, Yvonne. POCKETFUL OF PUPPETS: THREE PLUMP FISH. Austin, TX: Renfro Studios, 1983. ISBN 0-931044-08-01 $13.95
Includes original short stories, puppetmaking with instructions and patterns and related activities.

Winn, Marie, ed. FIRESIDE BOOK OF FUN AND GAME SONGS. NY: Simon and Schuster, 1974. ISBN 0-671-65213-3 $14.95
Good old-fashioned group singing songs.

Yaroslava I LIKE YOU AND OTHER POEMS FOR VALENTINE'S DAY. NY: Charles Scribner, 1976. OP
A collection of poems of love and affection by a variety of poets.

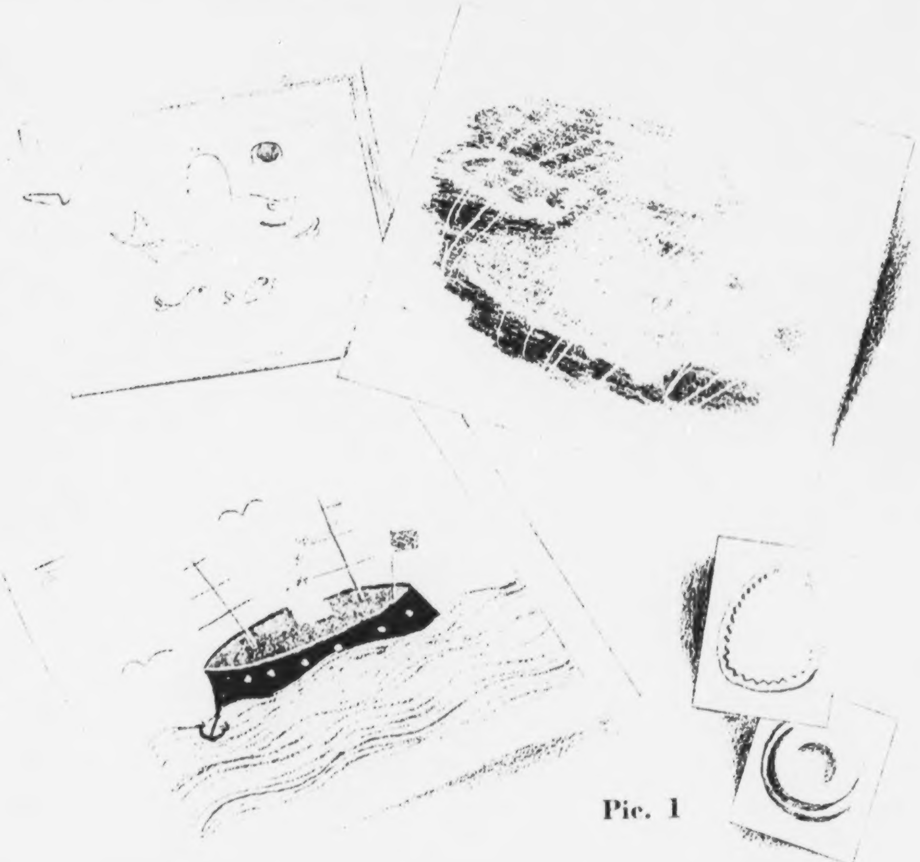
ADDENDUM

Copeland, Peter F. PIRATES & BUCCANEERS COLORING BOOK. New York: Dover Publications, Inc., 1977. ISBN 0-486-23393-6 $2.95
Ferocious, authentically drawn pirates from many countries.

CRICKET, THE MAGAZINE FOR CHILDREN. January, 1991, v.18, n.5
Main subject is pirates.

KIDSTUFF
V.1, #1
Fish
V.3, #3
Beaches

GRAFTS



Pic. 1

Scratch Pictures. Cover a piece of strong paper, such as Manila, with a thin layer of light-colored crayon, working it on in one direction. Now, cover a second time, working in the opposite direction. When this is done use a darker crayon to cover the light coating, pressing hard to get a heavy coat. With a heavy stub-pen point or manicure tool, used like a little shovel, scratch out the picture you want to make. You might find it amusing to draw the shape of an animal, fish, or bird in heavy black crayon, right on top of the other colors, and scratch out details such as eyes, scales, or feathers. Once you get the hang of doing scratch pictures you will enjoy making many of them.

Gauze Pictures. For a tiny picture which will look nice on your bureau, desk, or in a doll house, start with a stiff piece of gauze, such as you'll find on foot plasters of various kinds, as shown in Pic. 1. Draw a picture in very light pencil and work over it in colored thread, crayons, or both. The effect is lovely, much like a tiny needle-point embroidery. Make a mat and small frame for it.

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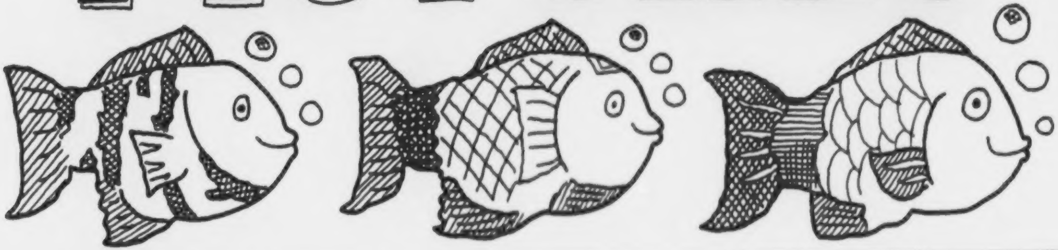
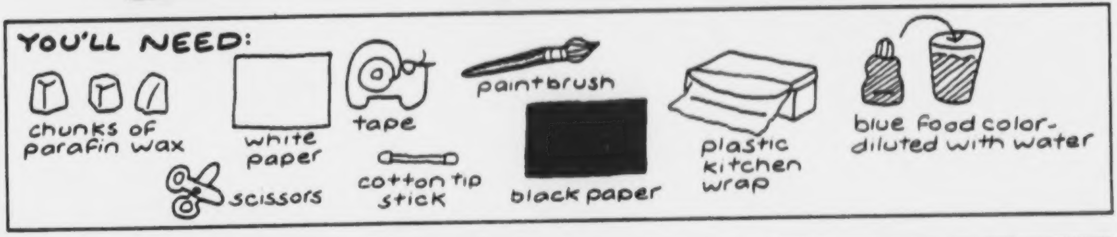
BEST COPY AVAILABLE

FISH BOWL PICTURES



YOU'LL NEED:


chunks of parafin wax
white paper
tape
paintbrush
plastic kitchen wrap
blue food color-diluted with water
scissors
cotton tip stick
black paper

WHAT TO DO:

1.

Draw fish shapes on white paper with parafin wax chunks. (Shapes will be almost invisible.)

2.

Using a cotton tip stick or paintbrush, wash diluted food color over entire paper. Let dry thoroughly.

3.

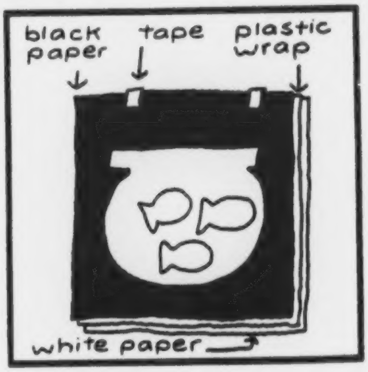
Frame painting by cutting out a fish bowl shape in middle of black paper.

4.

On the back, tape down a piece of plastic kitchen wrap. From the front, the page will look like a glass fishbowl.

5.

Finally, tape fish painting to back of black paper so fish appear to be swimming in the "bowl."

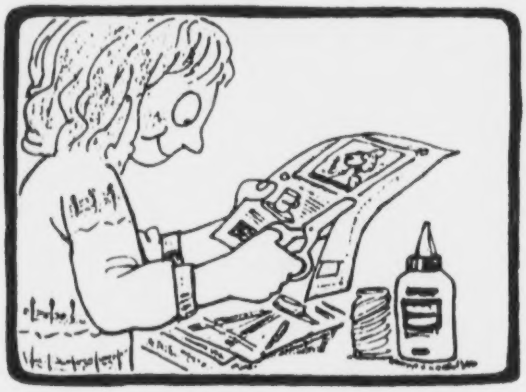

black paper
tape
plastic wrap
white paper

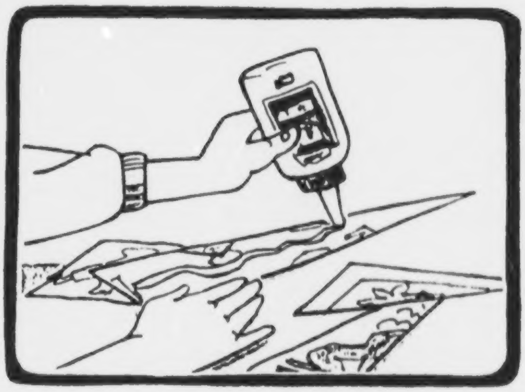
Copyright © 1987, First Teacher, Inc.

Durkin, Lisa Lyons, ed. Celebrate Every Day. First Teacher Press, Inc.
Bridgeport, CT. 1987. p. 81.

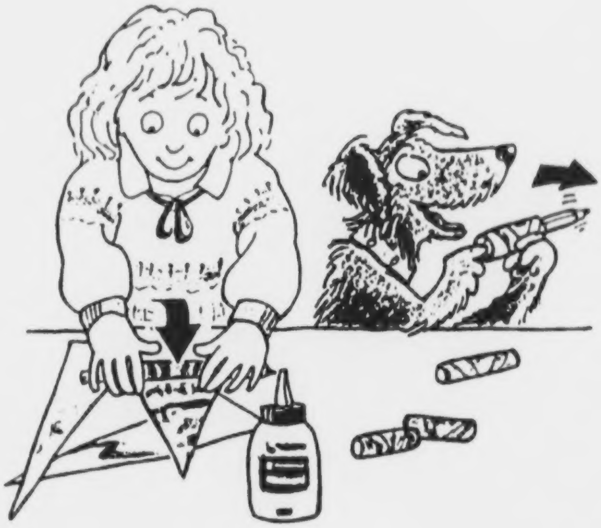
JOLLY JEWELRY

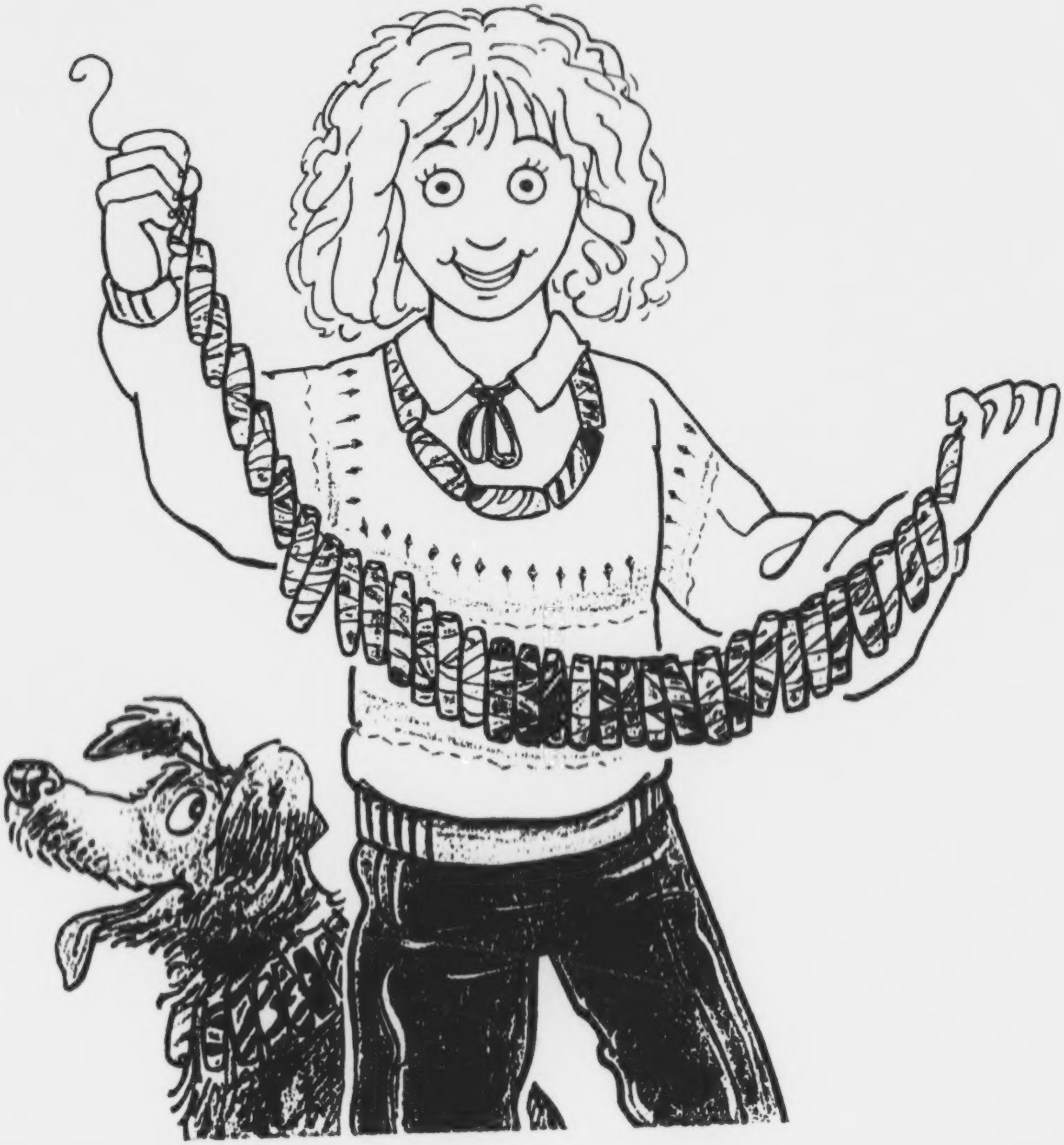
Here is an idea for some wild necklaces and pins! You'll need a magazine, some white glue, a pencil, scissors and some string.





1. Cut a colorful magazine page into long triangle strips. The wide end of each strip should measure about 5 cm (2-1/2 in.).
2. Spread white glue along each strip of paper.
3. Begin at the wide end and roll the strip tightly around the pencil. When the glue is dry, carefully pull the pencil out.
4. Make a perky pin or brooch by poking a safety pin through the back of the paper. Or, string a bunch of beads together for a neat necklace.

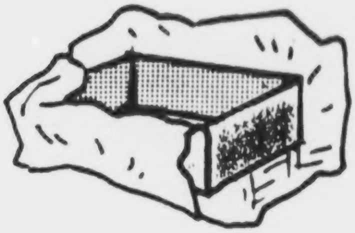


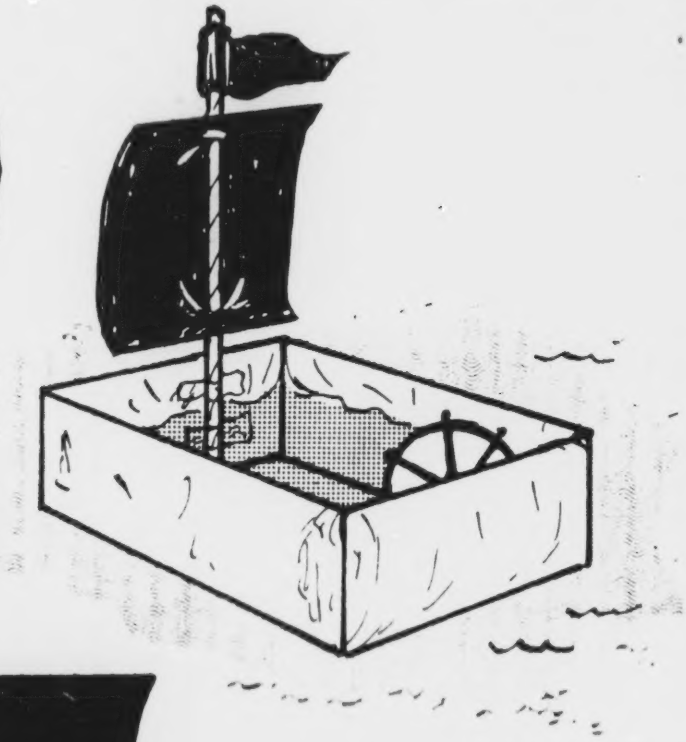


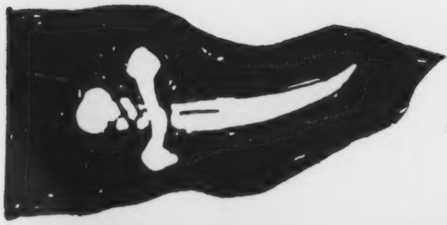
A Jolly Roger Ship

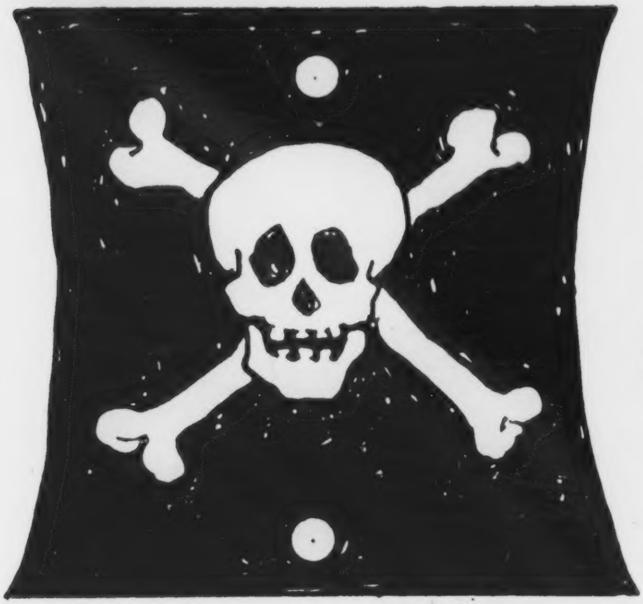
Use a shallow box. Trim top edges even. Cover with aluminum foil and tuck over top edges. Crush foil around corners to keep box waterproof.

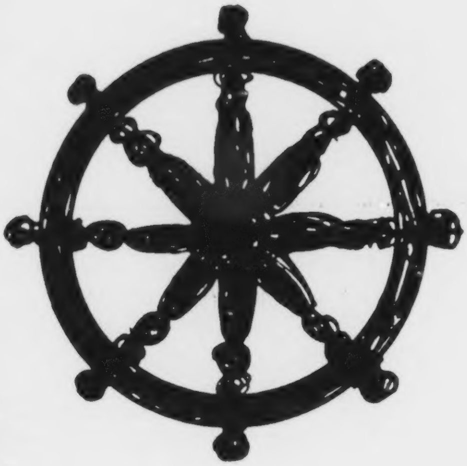
Trace flag and sail. Use a soda straw for mast, punch holes in sail and thread mast through. Tape flag to top. Tape mast securely into position. Mount wheel on cardboard, cut out and tape to opposite end. Your Pirate ship is ready to sail the bounding main of your bathtub.



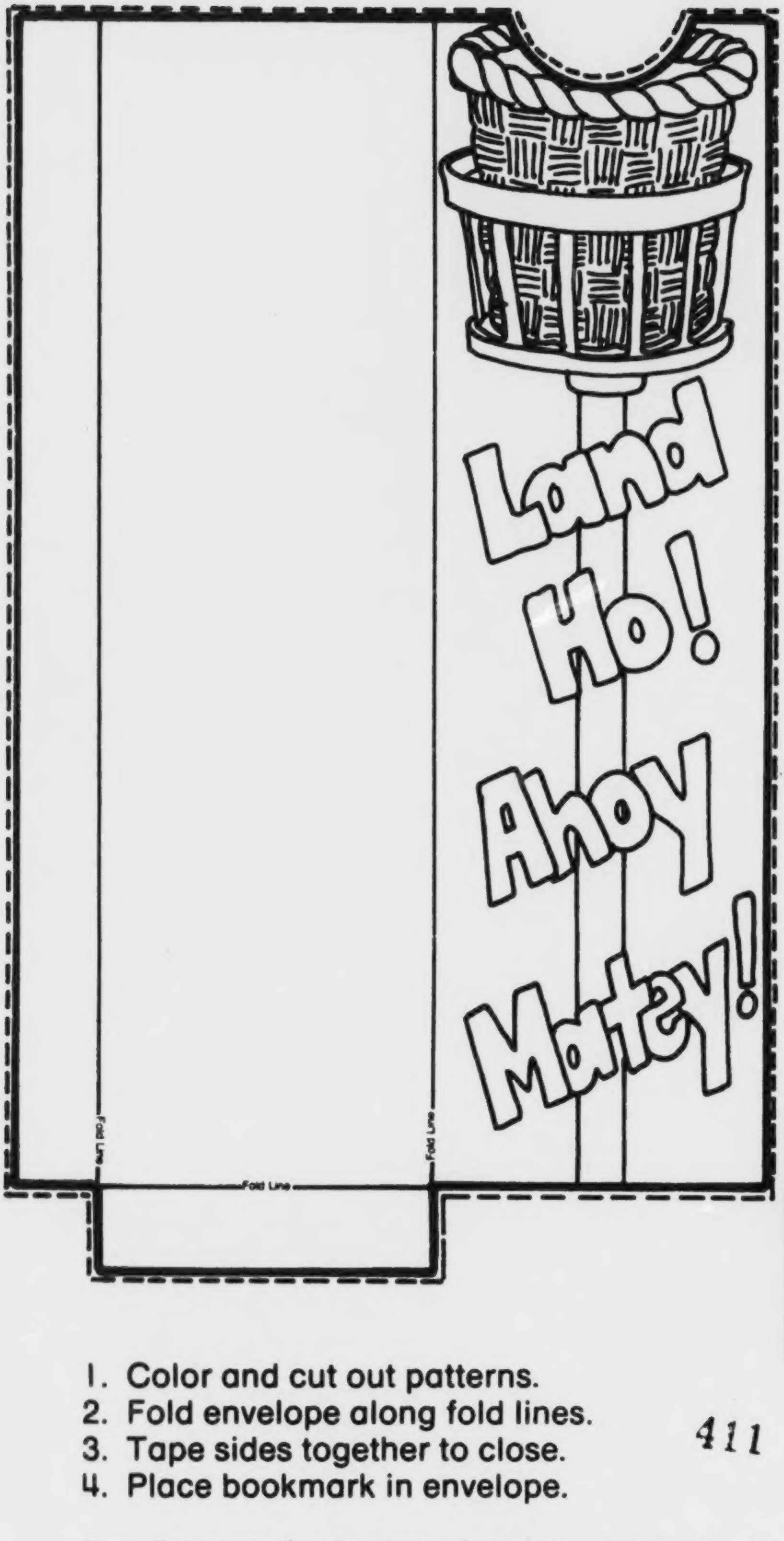


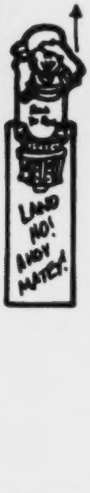


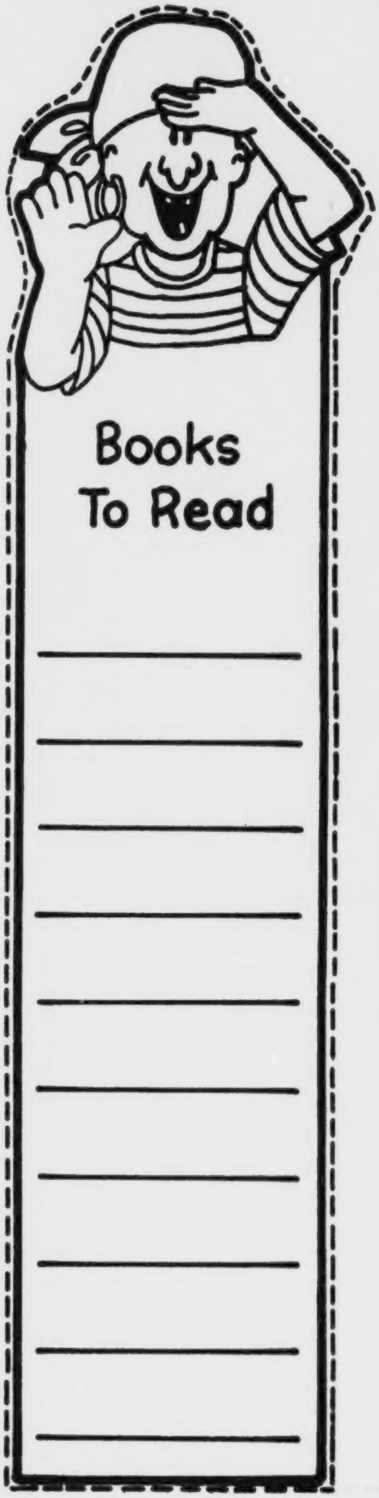




From Cardboard Carpentry by Janet and Alex D'Amato. Copyright (c) 1966 published by Lion Books, Scarsdale, NY 10583.


Land Ho! Ahoy Matey!
Fold Line
Fold Line
Fold Line


LAND HO! AHOY MATEY!


Books To Read

1. Color and cut out patterns.
2. Fold envelope along fold lines.
3. Tape sides together to close.
4. Place bookmark in envelope.

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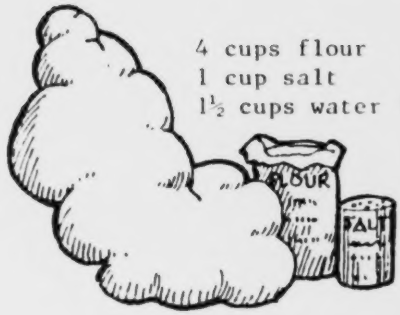
From Patterns for Posters, Projects, and Cards, Marilynn Barr, 1988 © Fearon Teacher Aids, Simon and Schuster Supplementary, Education Group, P.O. Box 280, Carthage, IL 62321.

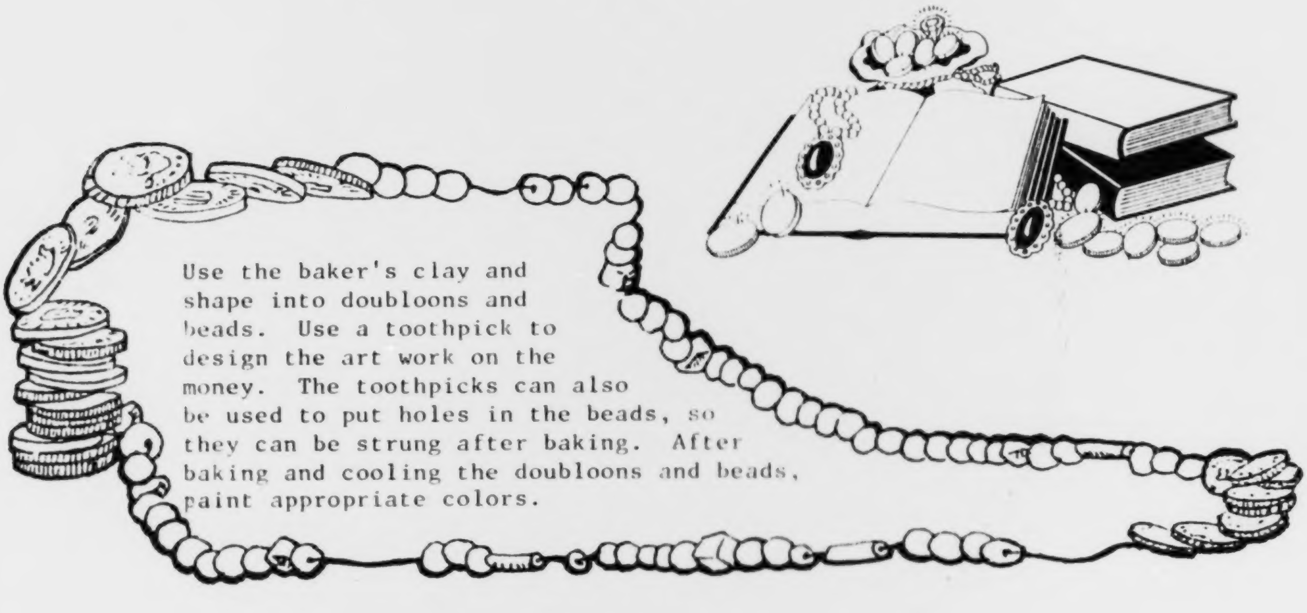
MAKING DOUBLOONS (COINS) AND BEADS

RECIPE FOR BAKER'S CLAY



4 cups flour
1 cup salt
1½ cups water (add gradually)

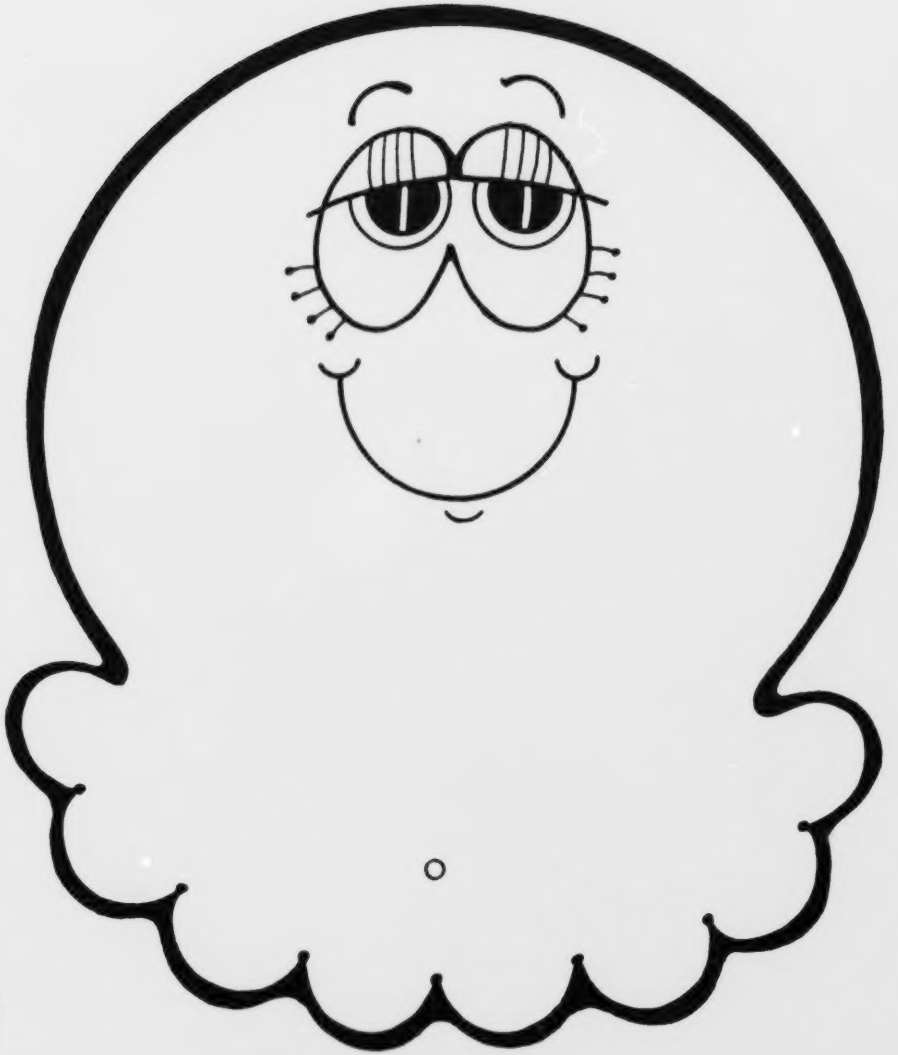
Knead the dough 10-15 minutes until it is smooth and shiny. Shape the dough into shapes called for in the specific art project. Punch each shape with small pin holes and bake for 2-3 hours at 300 degrees. Thin small shaped pieces will take less time than larger thick ones.

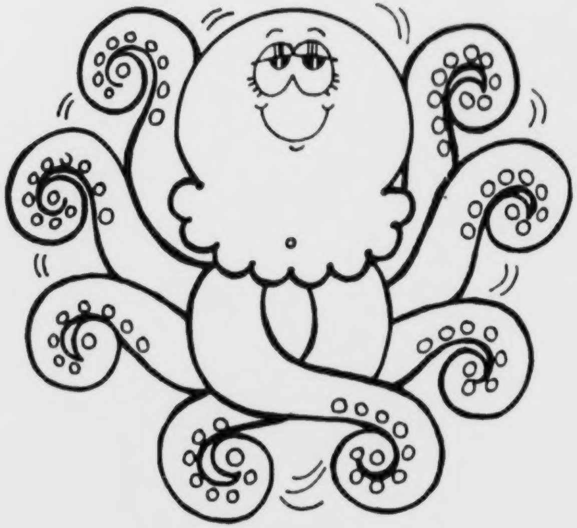


Use the baker's clay and shape into doubloons and beads. Use a toothpick to design the art work on the money. The toothpicks can also be used to put holes in the beads, so they can be strung after baking. After baking and cooling the doubloons and beads, paint appropriate colors.

From Castles, Pirates, Knights And Other Learning Delights, by Paula Glasscock and Sally Weber. Copyright (c) 1980 Good Apple, Inc., Carthage, IL. Reprinted with the permission of the publisher.

MOVABLE OCTOPUS: Cut one octopus pattern from construction paper.
Cut 4 copies of each arm. Color with markers or crayons.
Assemble the legs as shown, and attach with a brass fastener.





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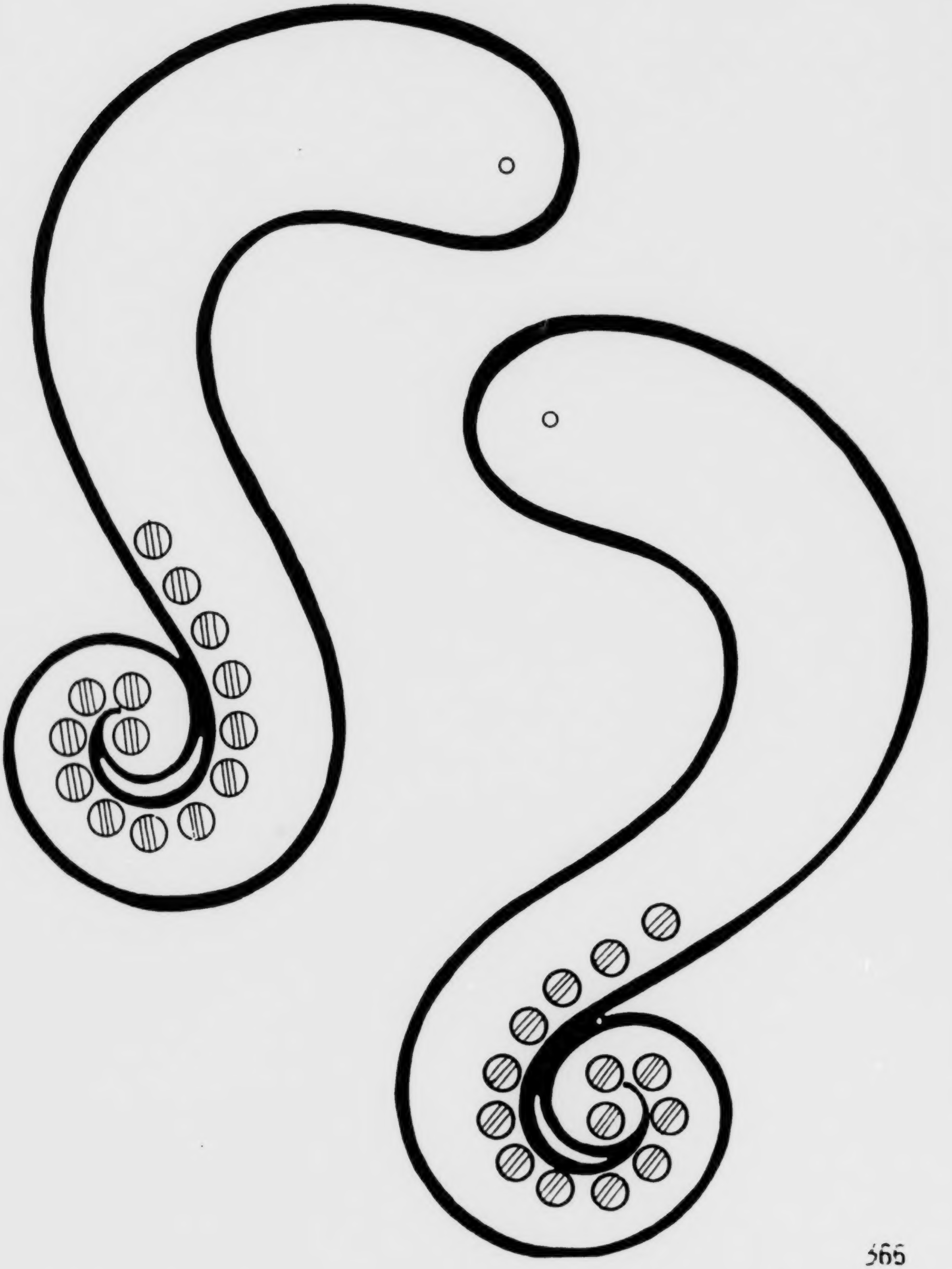

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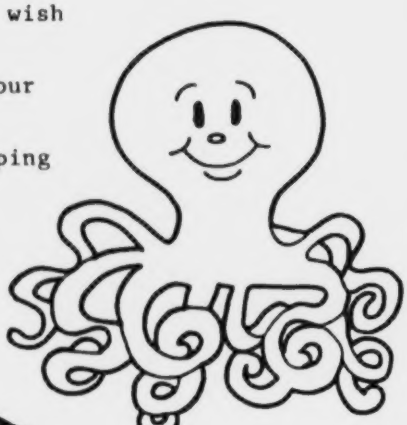
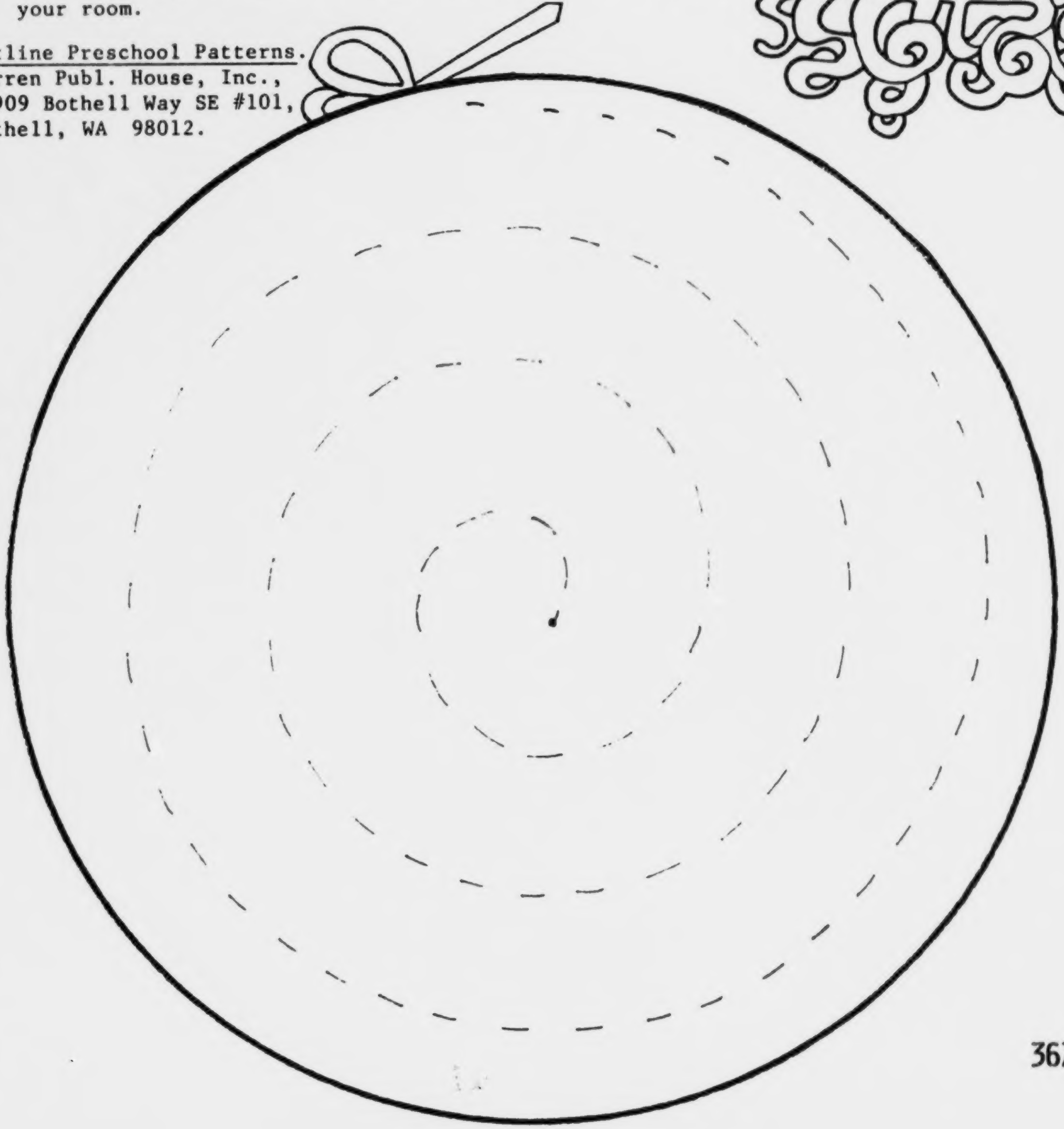
OCTOPUS FUN

1) Cut out a large octopus head. The pattern should be 16 inches long, and the horizontal width of the head 11 inches. Use as a pattern if you wish to make many large octopus.
2) Color octopus head. Cover with clear Contac paper if you wish to protect the head for later use.
3) Make one copy of the circular cutting paper for each of your children.
4) Have each of your children cut along the dotted line, helping as necessary.
5) Attach the spiral legs to the back of the large octopus head with tape to create a giant 3-D octopus to decorate your room.

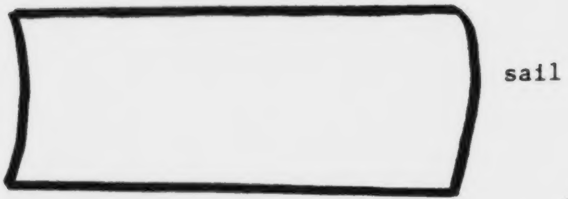


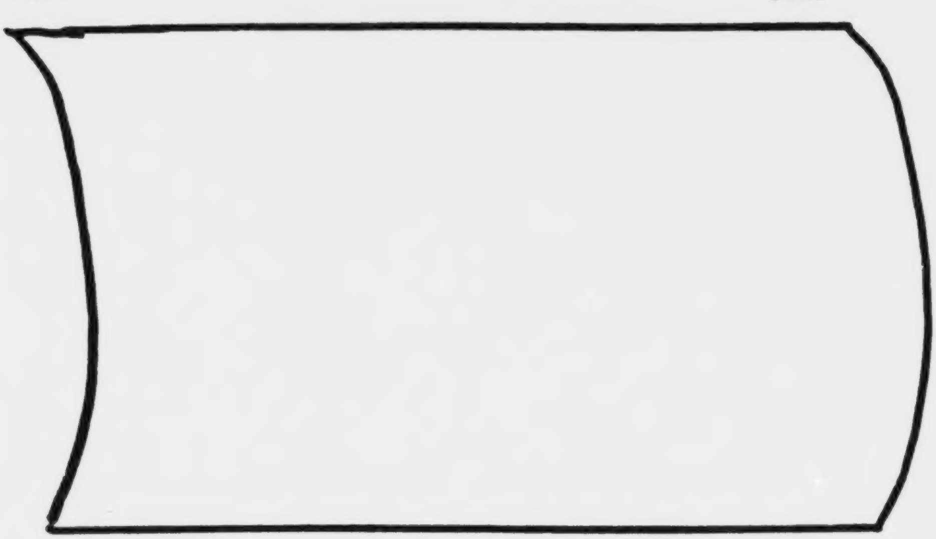
Totline Preschool Patterns.
Warren Publ. House, Inc.,
17909 Bothell Way SE #101,
Bothell, WA 98012.

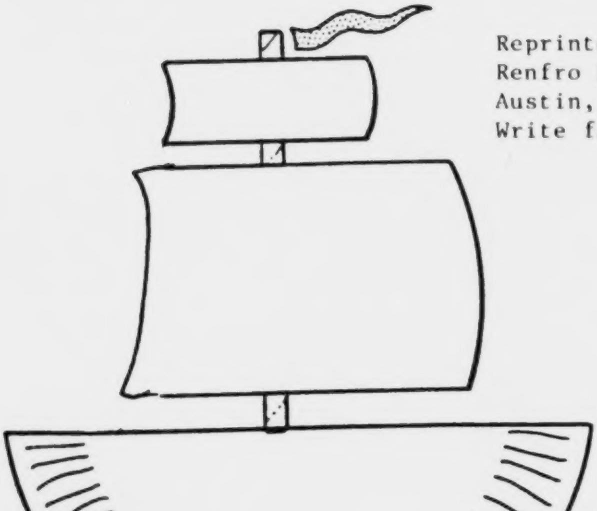


PIRATE SHIP
FROM Story Time at your
ST. TAMMANY PARISH LIBRARY

1) fold paper plate in half
2) cut out sails
3) attach to drinking straw
4) make a hole in the middle of the plate along fold
5) insert straw into hole
6) tape to secure
7) decorate ship







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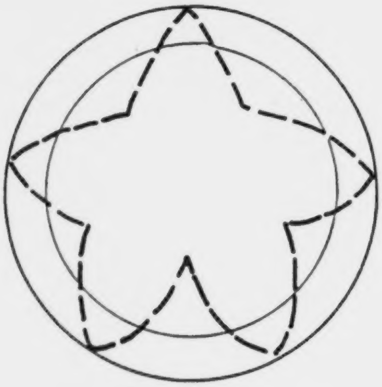
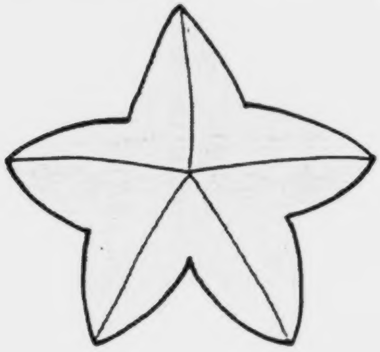
How to make paper plate starfish:

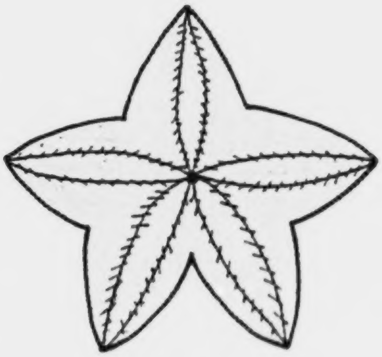
1. Draw a starfish on the back of a paper plate. (You may want to make a template for younger children to trace.)



2. Cut out the starfish. Color the top and bottom.

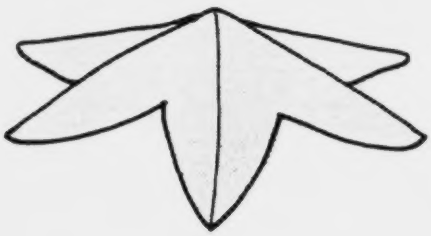


top



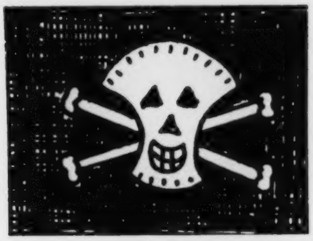
bottom

3. Pinch each arm for a 3-D look.

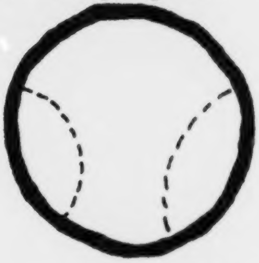


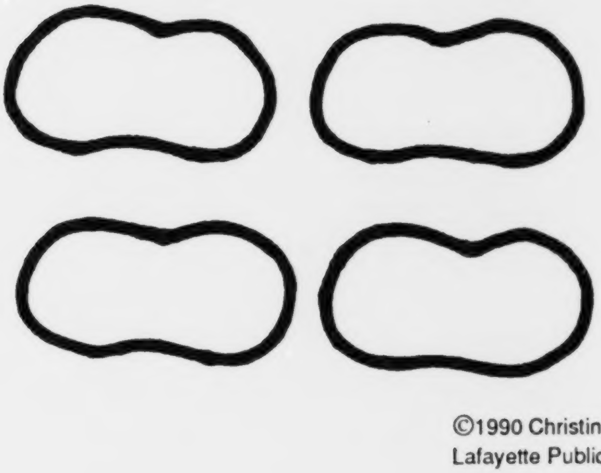
From Room Themes. Copyright (c) 1988 Evan-Moor, Monterey, CA.
Toll free: 1-800-777-4362.

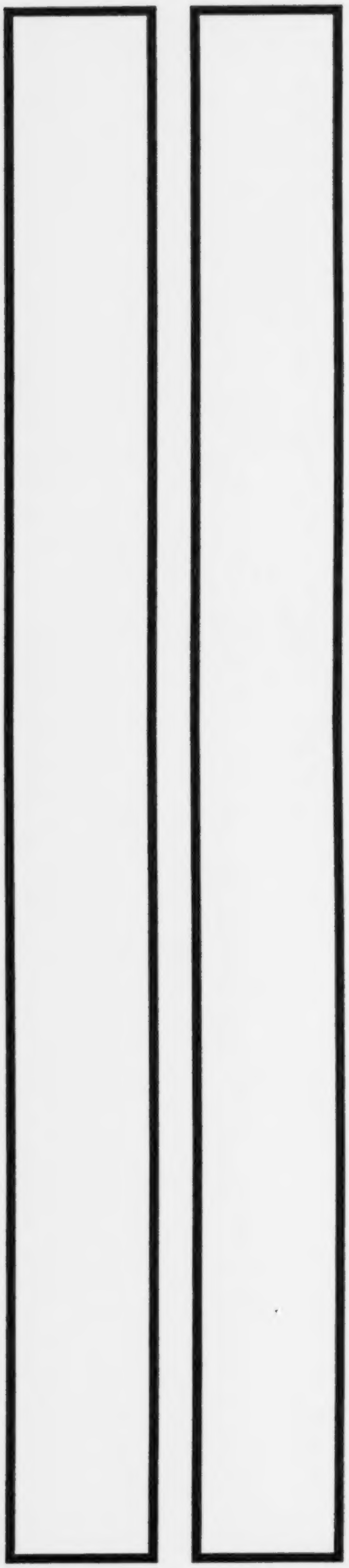
Pirate Flag



1. Cut out bones and knobs.
2. Cut skull out of a small paper plate.
3. Draw nose, eyes and teeth on skull.
4. Glue to a 9"x12" piece of black contruction paper.


example of how to cut paper plate skull





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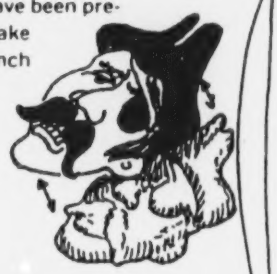
Lafayette Public Library

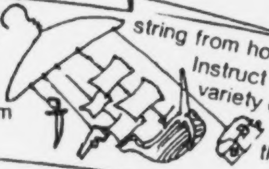
ART:

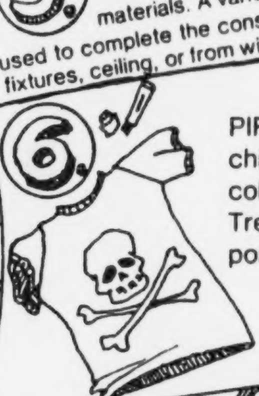
4. PIRATE MASKS Your children will enjoy making pirate masks. To do this, you will need to combine baker's clay and papier mache' techniques and procedures. Both of these have been previously explained. Regular clay can be substituted for the baker's clay, if available. Make the basic mask shape by forming clay into an 8-inch square that is approximately 1 inch thick. Add more clay to form facial features, eye, eye patch, cheeks, nose, brows, etc. Coat the clay mask lightly with cooking oil, Vaseline or olive oil. Next, start applying the papier mache' (it will take 7 or 8 more layers) to the clay mold. When papier mache'ing is completed, allow two full days for drying. Then carefully lift the papier mache' mask from the mold by prying gently with a pair of scissors. Masks are now ready to be painted.

*NOTE Be sure the children completely coat the clay mold with oil to avoid sticking.



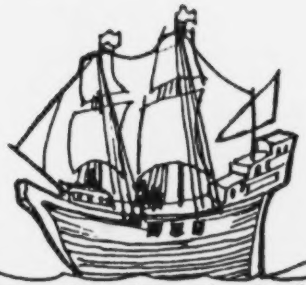
5. PIRATE MOBILES Have children bring coat hangers, twigs, yarn, and string from home. These items will be the basic materials needed for making pirate mobiles. Instruct children to make appropriate items (pirates, ships, treasure chests, etc.) from a variety of paper materials. A variety of materials (colors, paint, markers, chalk, etc.) can be used to complete the constructed characters. Completed mobiles can then be hung from the light fixtures, ceiling, or from wires strung across the classroom.





6. PIRATE FASHIONS Ask each child to bring a white tee shirt, handkerchief, or white square of cloth from home. Allow the children to design and color their own pirate shirt, kerchief (for head) with waterproof markers. Treasure maps, a skull and crossbones and a pirate face are some of the possible designs.

7. You can use the ship pattern in this unit in a variety of ways. One large ship could be made by the entire class. Enlarge the pattern to a 12" × 18" size by making a transparent copy that is used on an overhead projector. This copy, with the help of the projector, can be enlarged to the desired size. The various pieces could be made of tagboard. If you prefer, small groups may work on a ship. Of course, the pattern as presented is a nice size for individual ships. The pattern presented could be transfered to construction paper and each child could have a copy. Children can use fine tipped markers to highlight the duplicated outlines.



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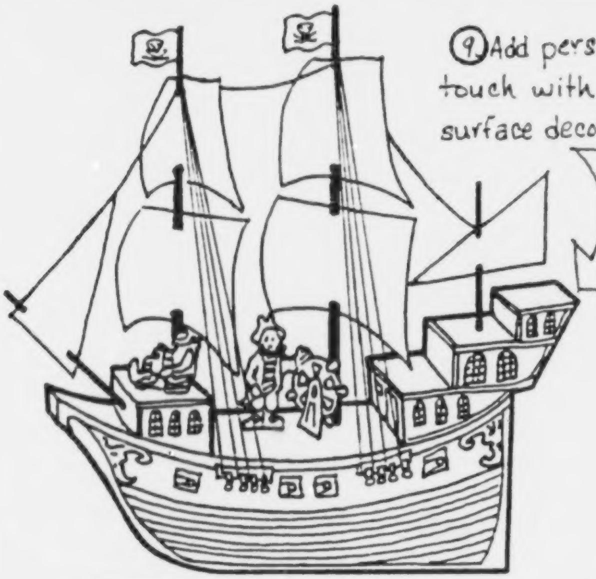
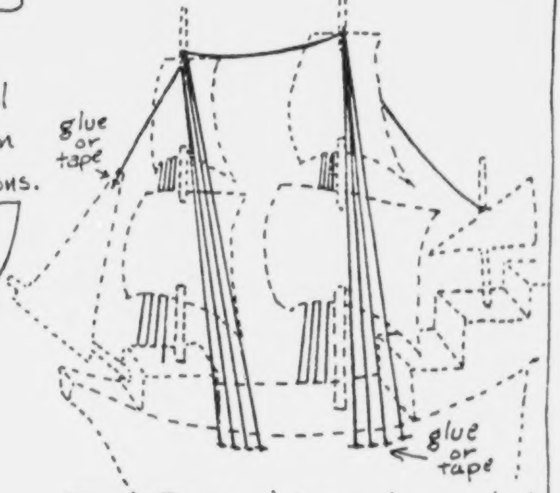
INSTRUCTIONS FOR SHIP:

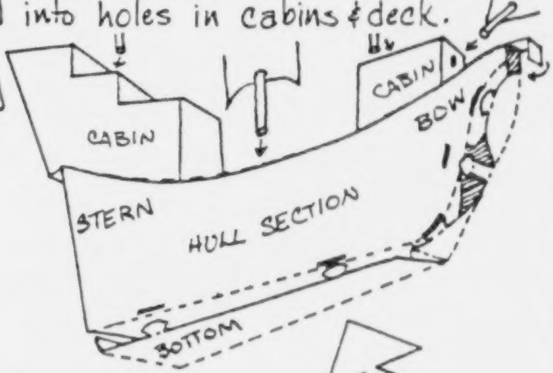


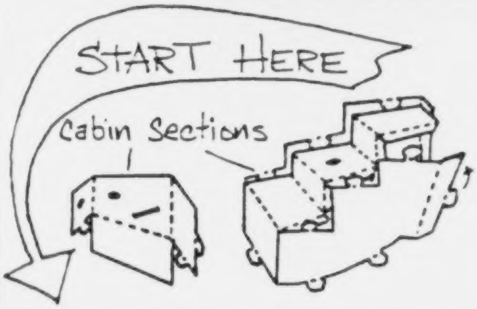
⑨ Add personal touch with own surface decorations.


glue or tape
glue or tape

⑧ Tie string onto masts & connect to hull as pictured.

⑦ Place sails & flags onto masts (small dowel rods). Slip masts into holes in cabins & deck.


CABIN
CABIN
BOW
STERN
HULL SECTION
BOTTOM


START HERE
Cabin Sections

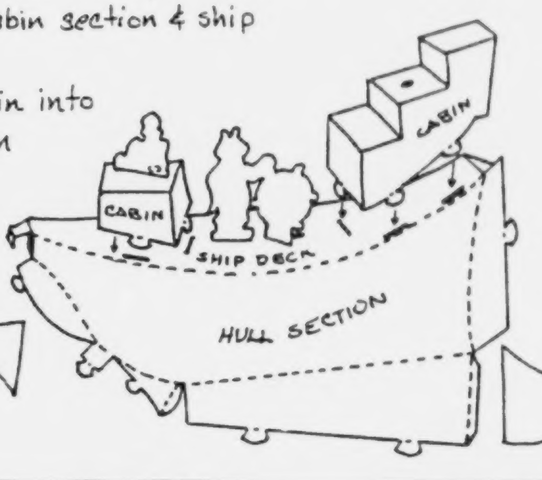
① Cut out all sections, slots, & mast holes.

② Fold all dotted lines.

③ Lock tabs into matching slots of both cabin sections as pictured.

④ Insert crew into cabin section & ship deck as pictured.

⑤ Insert tabs of cabin into matching slots on ship deck before assembling main deck and hull section.


CABIN
CABIN
SHIP DECK
HULL SECTION

⑥ Assemble hull section:

lock tabs into matching slots, bow section first, stern second, & bottom last.

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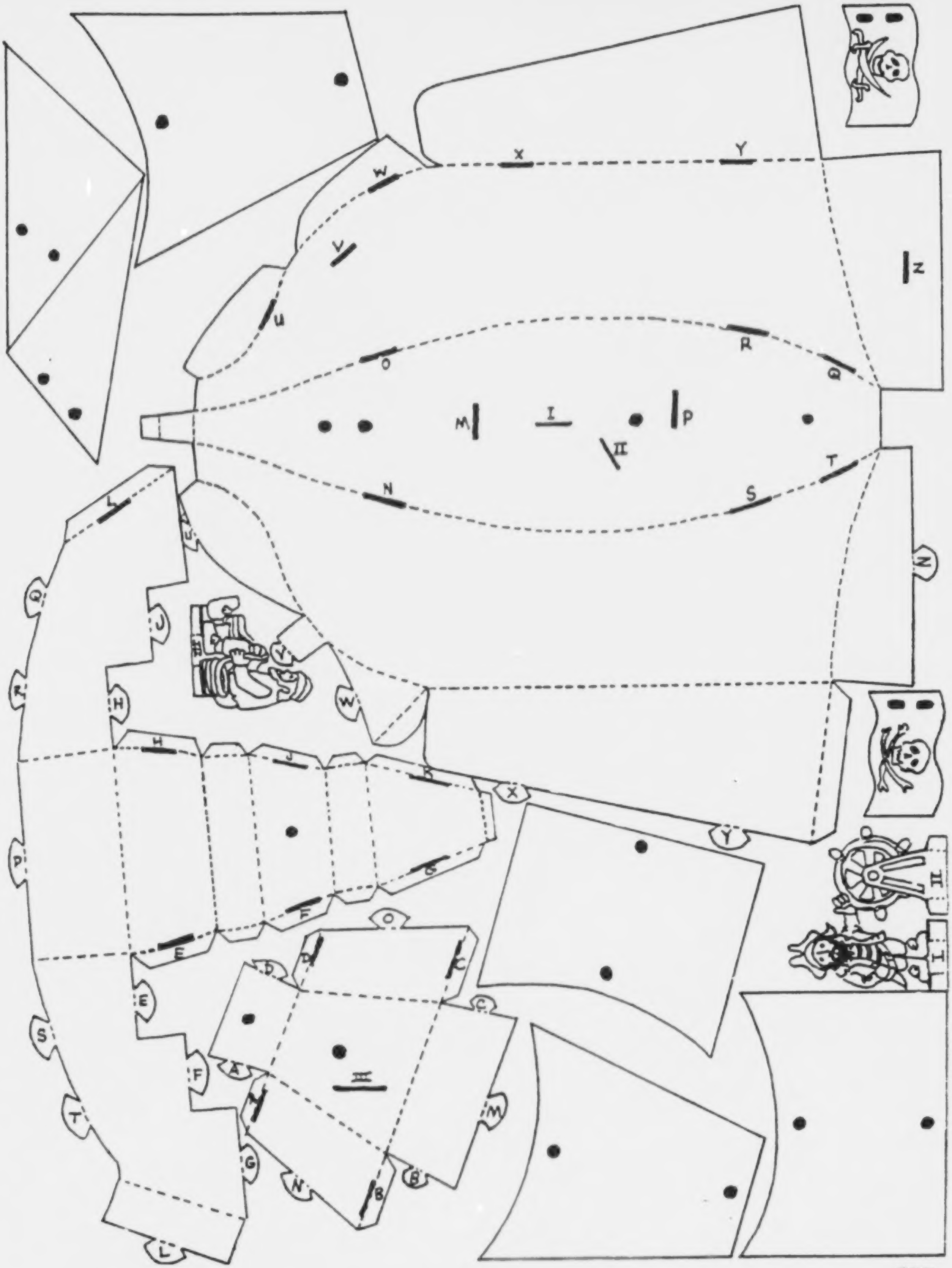
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III

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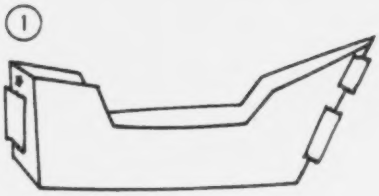
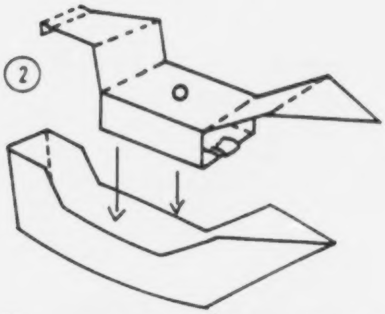
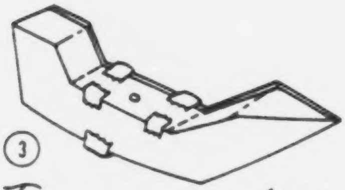
Directions for Pirate Ship



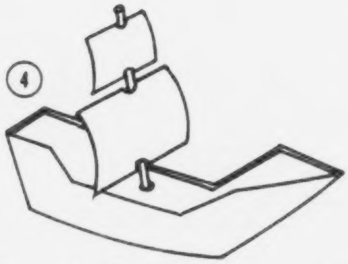
Tape sides of ship's hull together.



Cut out circle on deck. Then fold and tape deck together. Now insert it into hull.



Tape deck to hull.

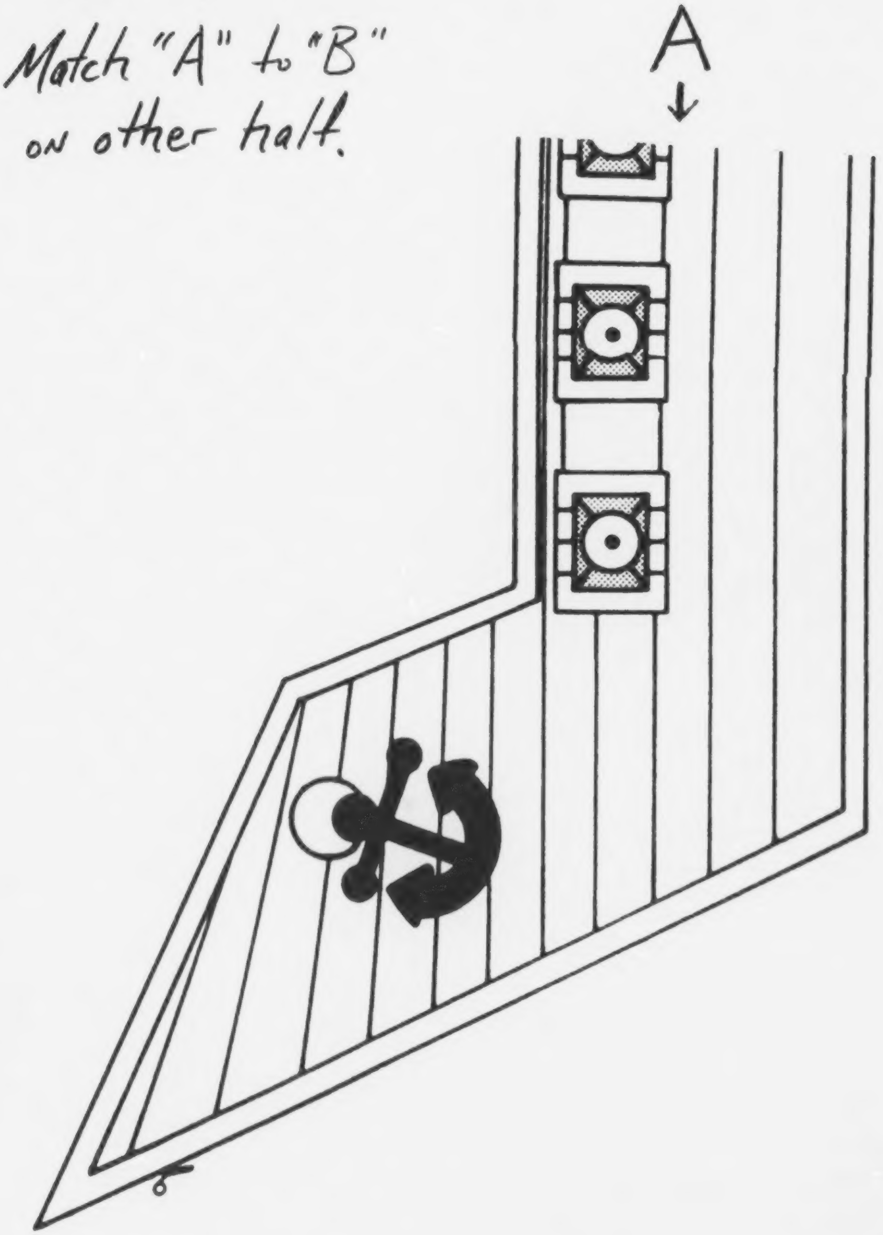


Cut holes in sails. Using a plastic straw as mast, slide it through the sails. Then put straw into the hole on deck.

From Adventures at the Pirate Cave: Crayola Activity Storybook. Copyright (c) 1981 Binney & Smith, Inc., Easton, PA. Reprinted with the permission of the publisher.

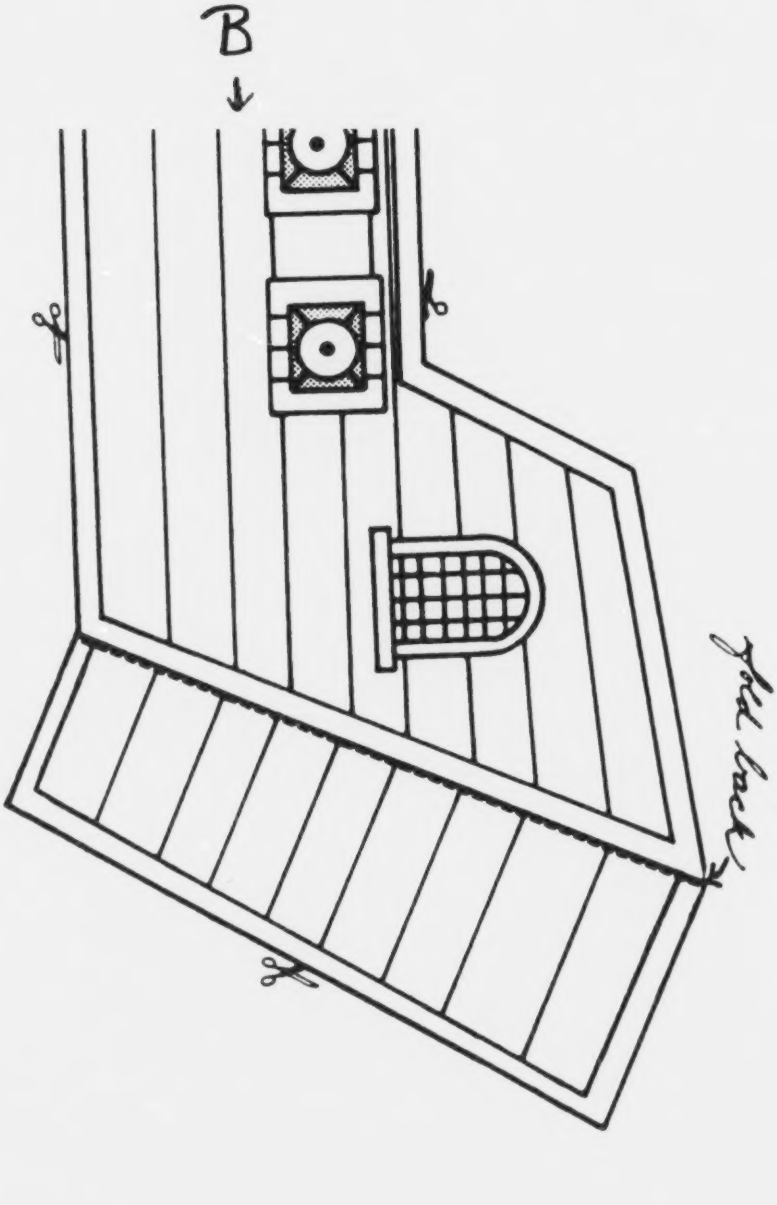
Half of leftside

Match "A" to "B"
on other half.



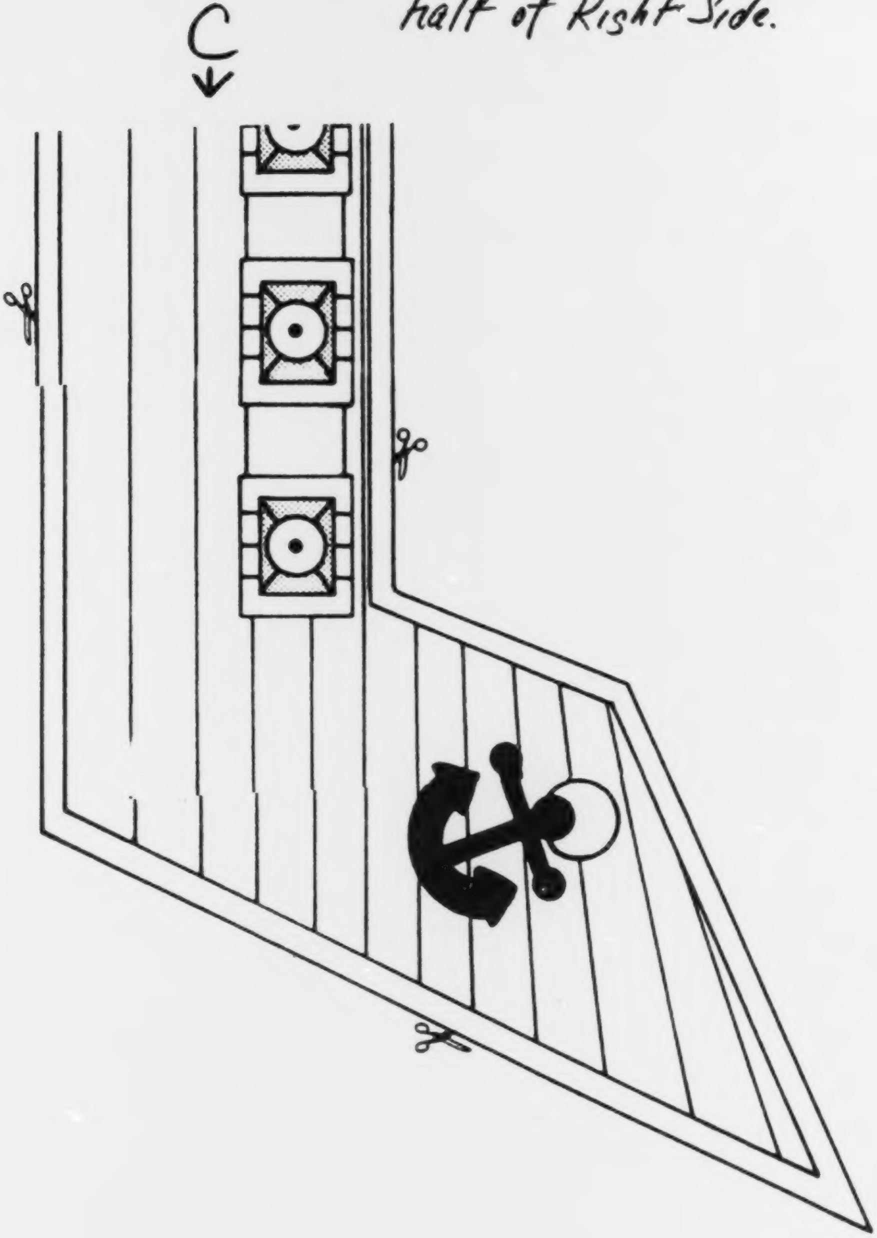
HALF of Left Side.

Match "A" to "B".

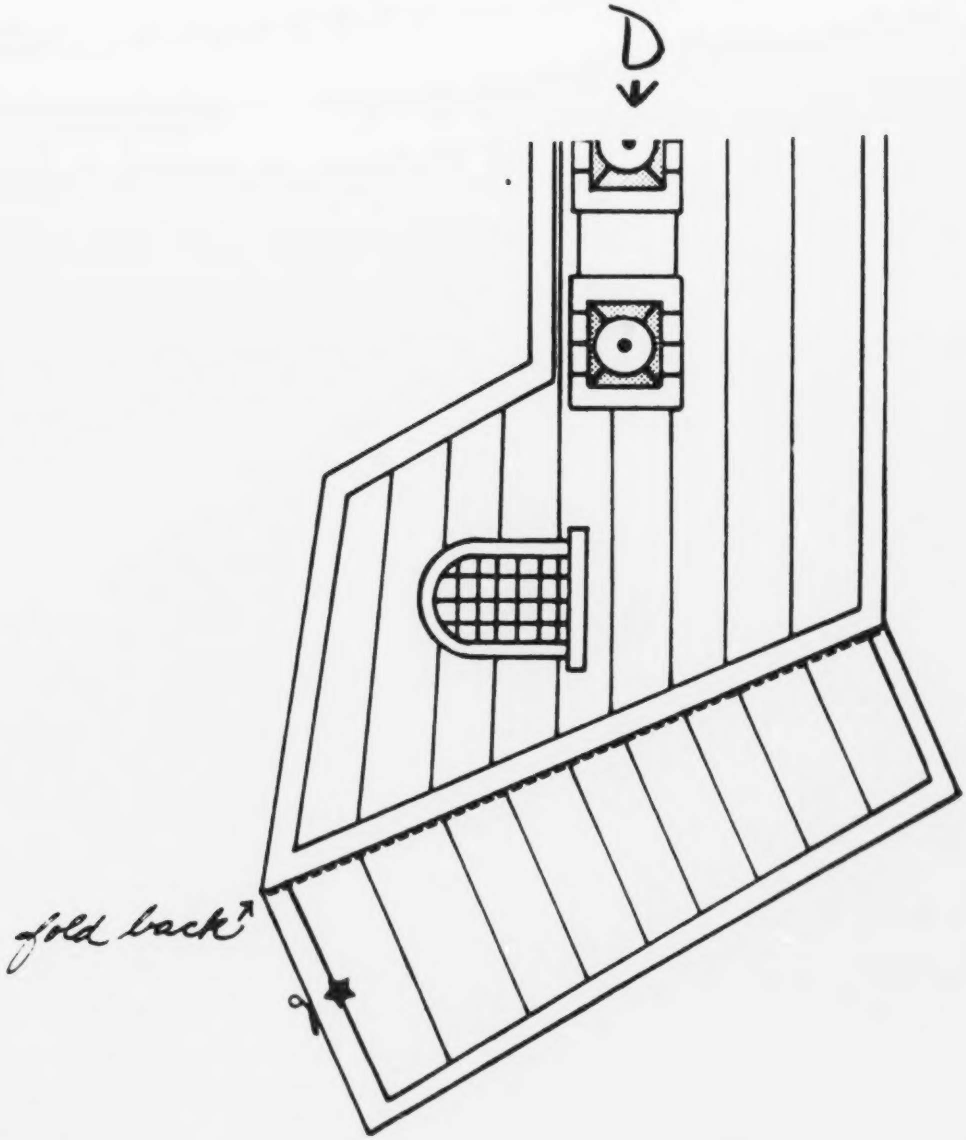


HALF of RIGHT SIDE

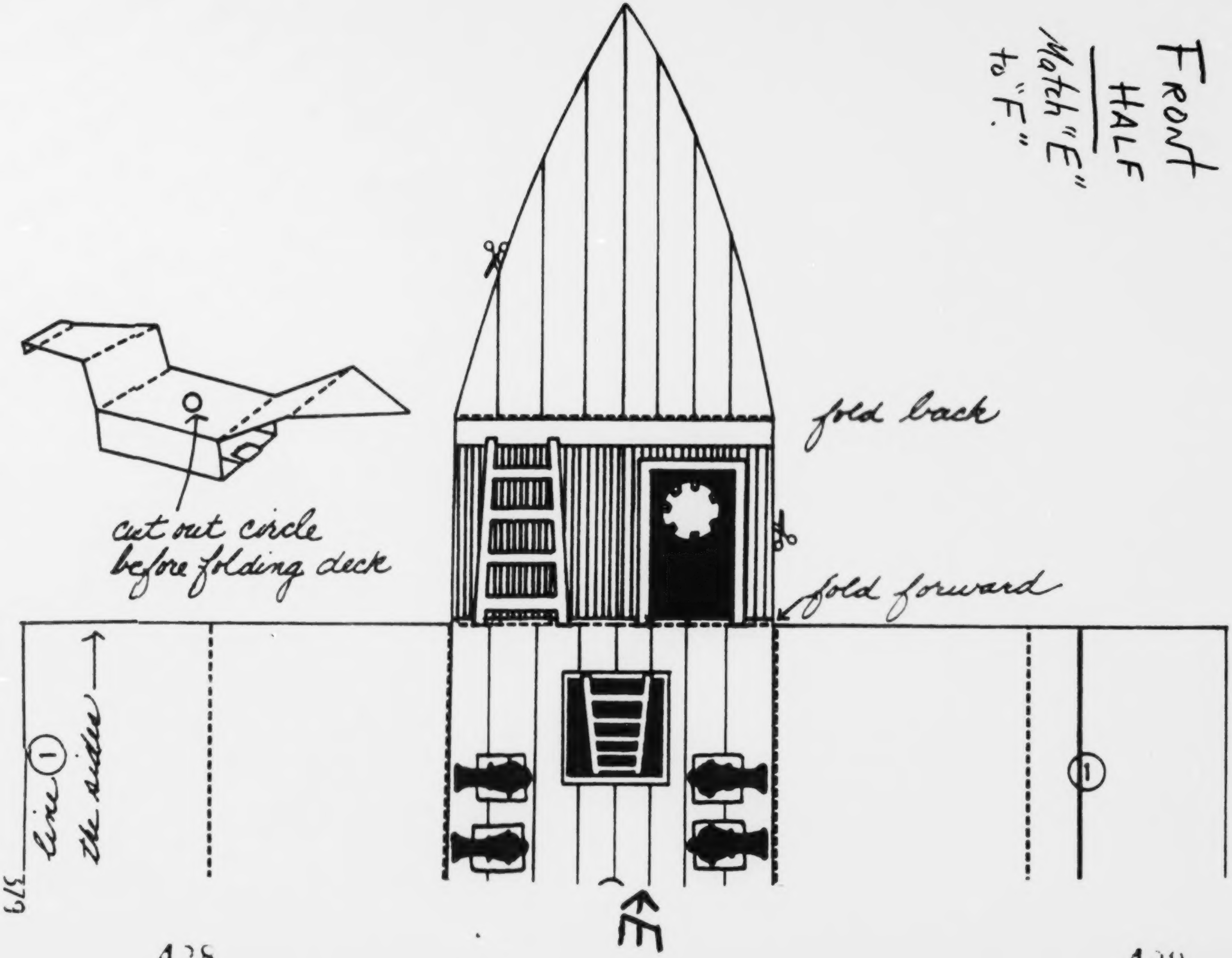
Match "C" to "D" on other half of Right Side.



HALF of RIGHT SIDE
Match "C" to "D"

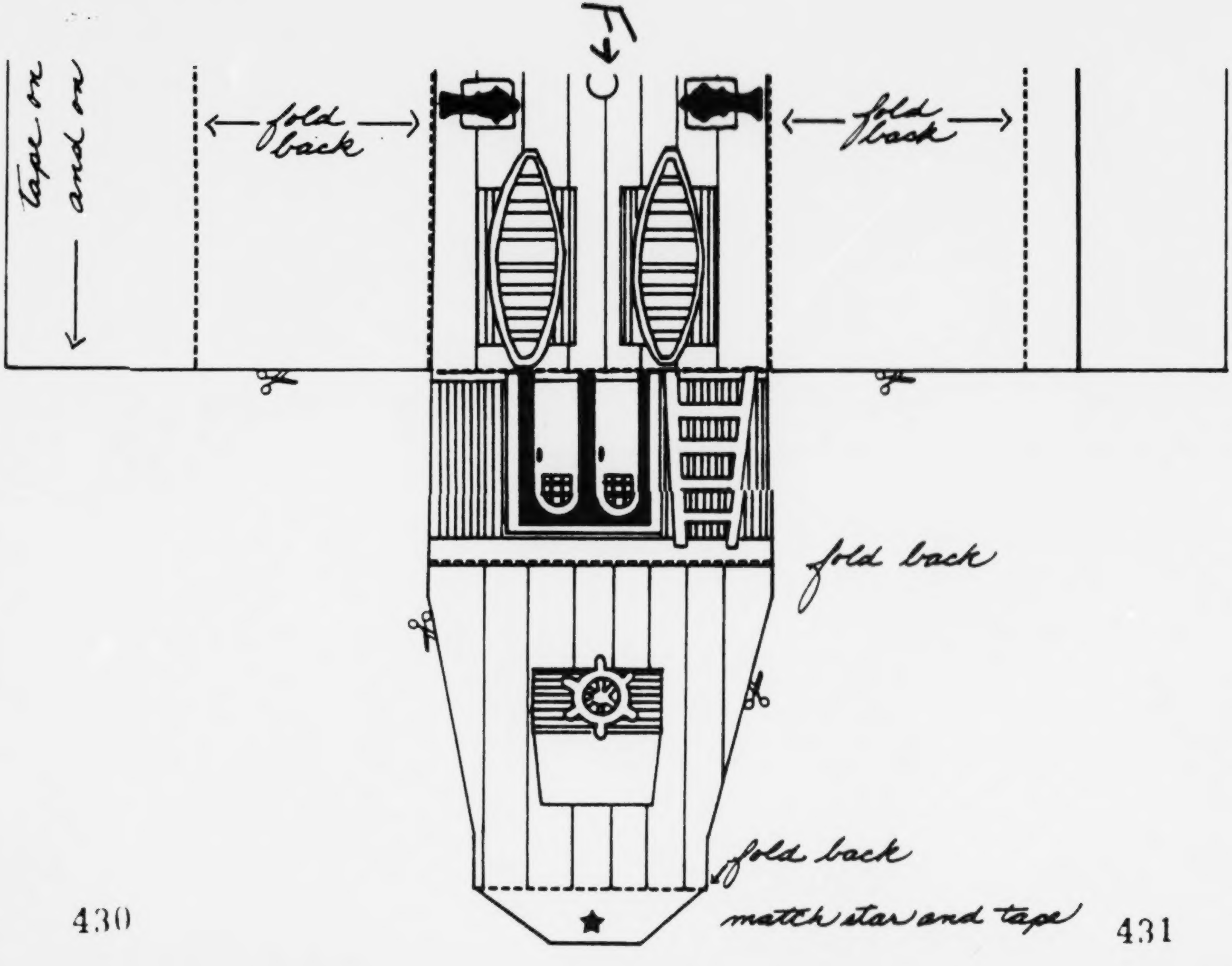


FRONT
HALF
Match "E"
to "F."



cut out circle before folding deck

fold back
fold forward
line ① the sides →
①
←E



Tape on and on

fold back

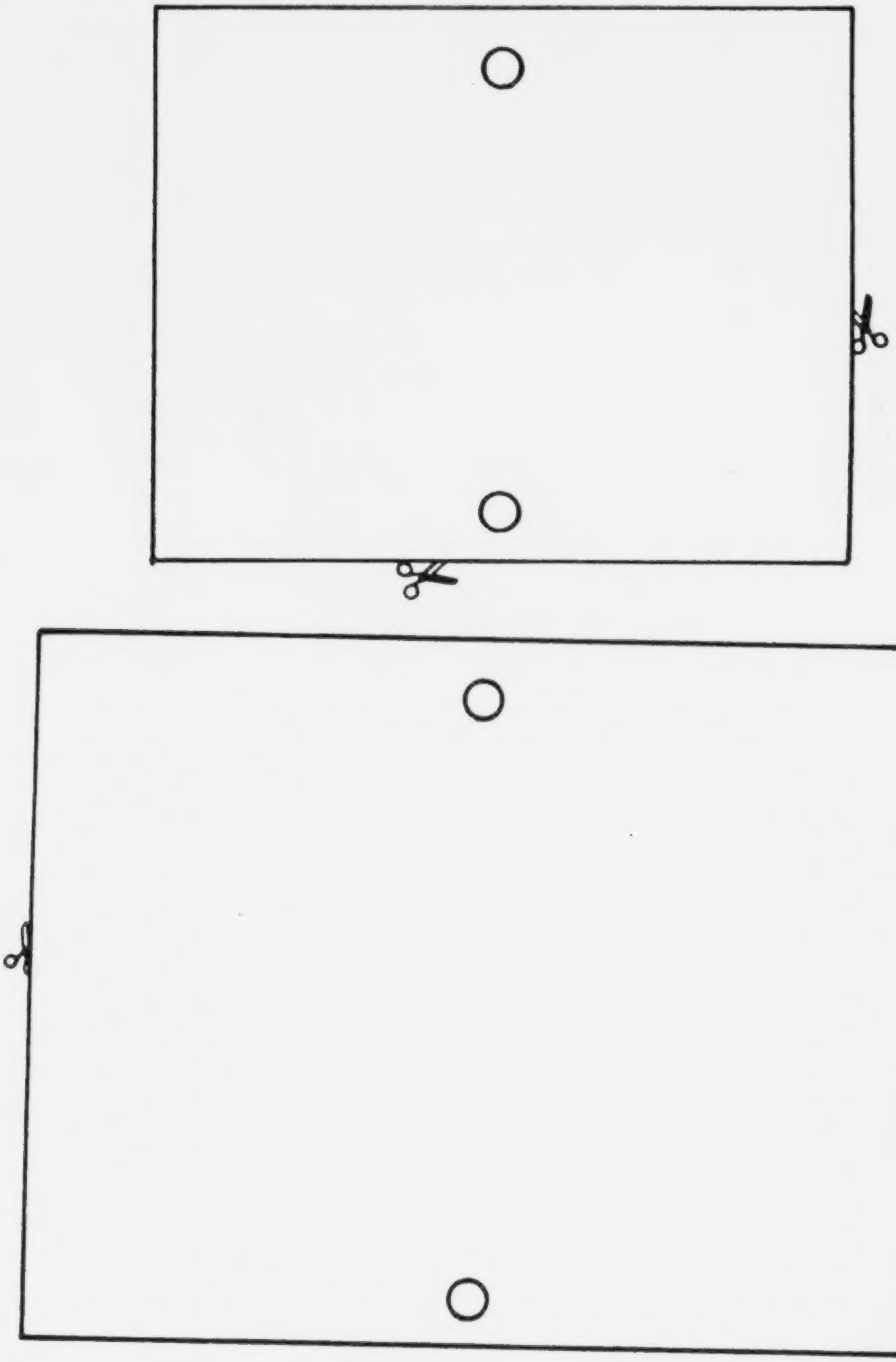
fold back

fold back

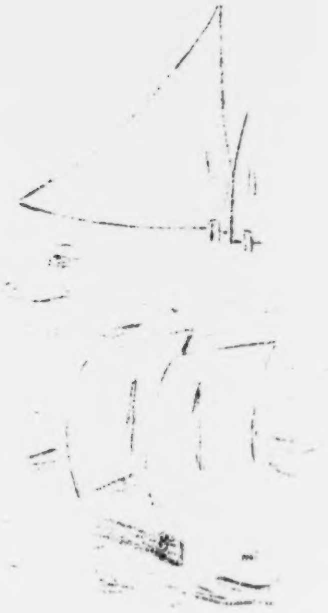
fold back

match star and tape

SAILS



SAILING TREASURE SHIPS



Soap Boats. The boats are small cakes of floating, white soap, the sails are white shelf paper, held on by toothpicks. The square ones measure 2½ inches. Triangular ones are 5 by 5 by 2½ inches. The smaller one is 2½ by 3 by 1¾ inches. Put the boats in water and blow on the sails to make them travel. It is fun to race them at a party.

Excerpts from Things To Do by Tina Lee. Copyright (c) 1965 by Tina Lee. Reprinted by permission of Doubleday, a Division of Bantam Doubleday Dell Publishing Group, Inc.

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SAILING WITH CAPTAIN BOOK--MAKE YOUR OWN SAILBOAT

SOAP SAILBOAT

Materials:
a bar of floating soap
toothpick
scissors
paper--square piece
Scotch tape or glue

Time:
5 minutes

Lest your young sailor try to transform all the soap in the house into boats, you might tell him that only certain kinds of soap float.

To make the boat, begin with the sail. Explain that a sail usually has three sides. Then cut the square piece of paper from corner to corner and you will have 2 triangles. Use one of these triangles for the paper sail.

Tape or glue the sail to the toothpick--which will be the boat's mast. Push the mast firmly into the middle of the soap bar--and sail away!

NUT-SHELL BOAT

Materials:
1 half walnut shell (meat removed)
clay
small straight stick or toothpick for mast scissors

Time:
5 minutes

Press a wad of clay into the nut shell. Cut the paper into the desired shape for the sail, or use a pretty leaf. Poke the toothpick or the stick through the sail and press the end of the mast into the clay. These are very natural-looking boats, and are fun to sail outside in puddles, too, as well as in the tub.

With thanks to the South Carolina Summer Reading Program Manual 1989.

MATCHBOX SAILING REGATTA

Materials:
matchboxes (about 2" size)
toothpicks
Scotch tape
2 colors of construction paper
scissors

Time:
10 minutes

Cut a triangle from one piece of the paper and tape it on a toothpick to make a sail. Then tape the botton of the toothpick to the inside "front" of the matchbox. Make another sailboat with another color sail in the same manner.

To stage your own sailboat race, place the two boats in the water--and blow at the sails! Obviously, this regatta can be held in a dishpan as well as in the bathtub.

PEA-POD ROWBOAT

Materials:
1 pea pod
2 peas
3 toothpicks
1 small piece of cardboard (a matchbook cover is handy)
scissors

Time:

10 minutes

Open a long side of a pea pod. Take out the peas. Now cut a little seat from the cardboard and place it in the "boat." It will keep the sides of the pod in position.

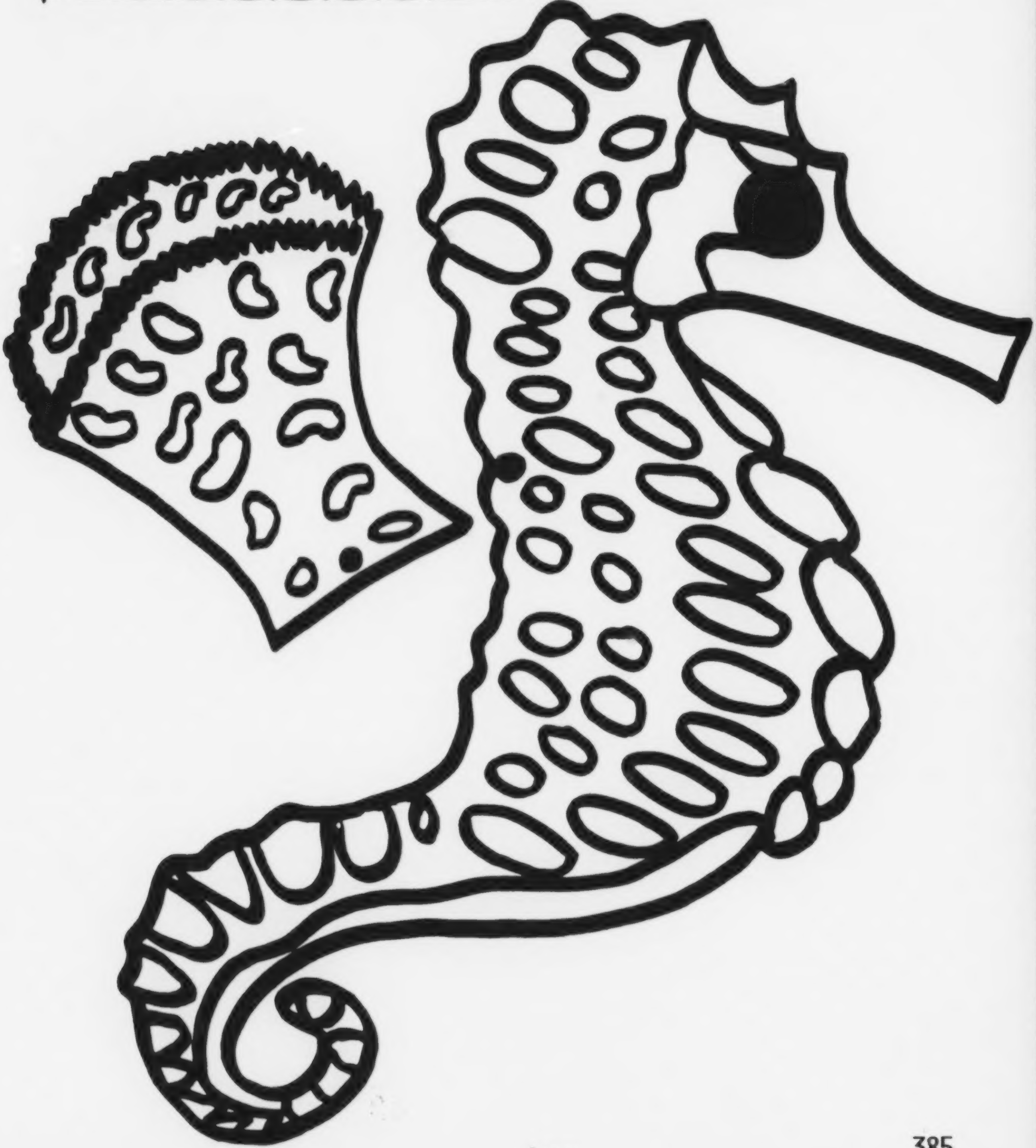
To make a little man to ride in the boat, use 2 peas, one for the head, and one for the body. Stick a toothpick through the peas and then stick the point of the toothpick into the little cardboard seat. Stick toothpicks into the bottom of the pea. These will be the oars with which the little man rows the boat.

To make sure the pea-pod boat floats, attach a piece of adhesive tape or Scotch tape along the bottom of the pod to keep out of the water.

These boats are so easy you will want to make several at a time.

With thanks to the South Carolina Summer Reading Program Manual 1989.

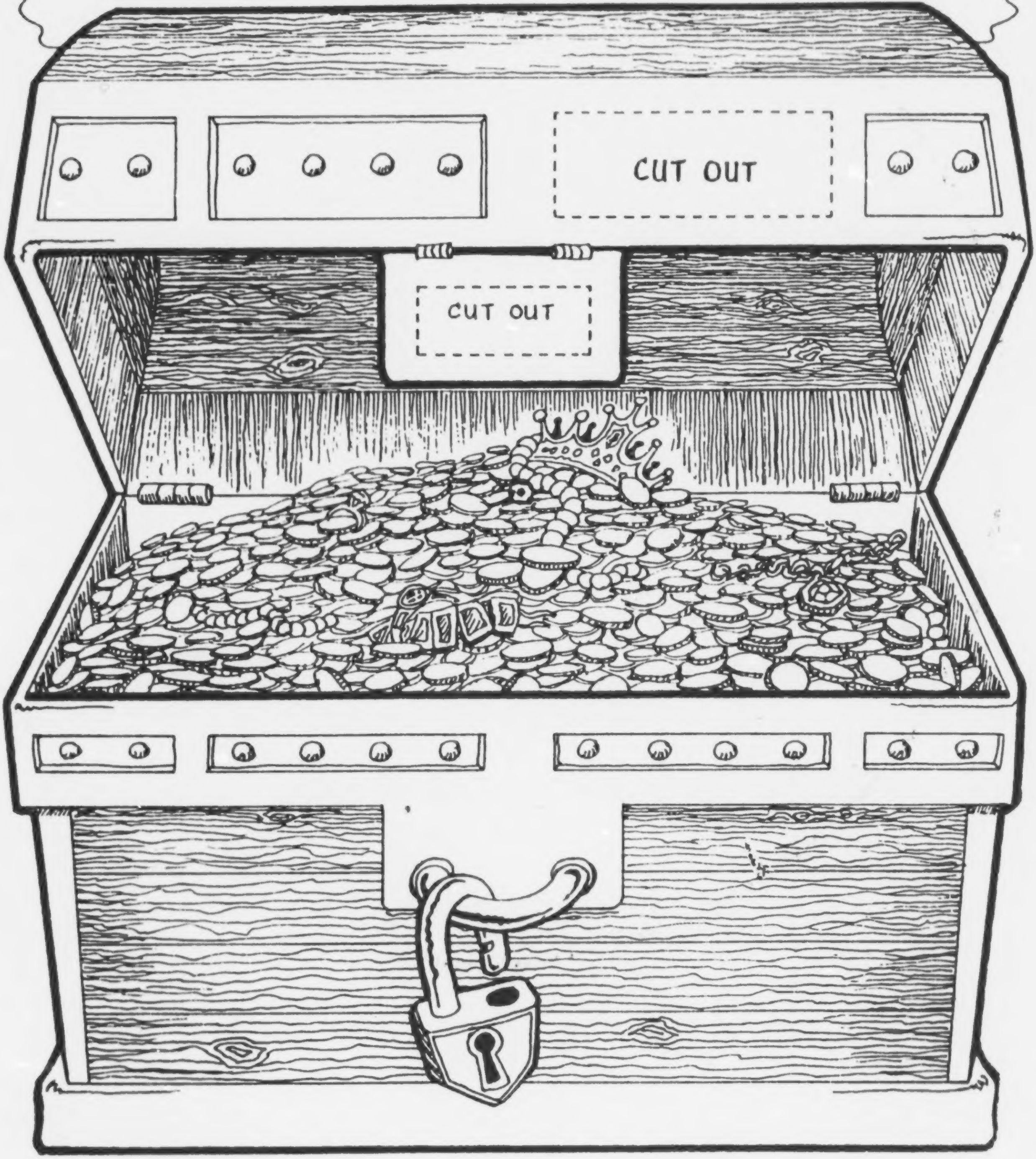
Run on white construction paper, color, and cut out. Hook fin on with brad.



Teacher Created Materials, "Quick Fun Art Grades K - 3" p.47

TREASURE CHEST:

How many of the words in this treasure chest do you know? Choose either A or B as the answer and turn the wheel a little to the left. You will be able to see the correct letter (answer A or answer B) appear.



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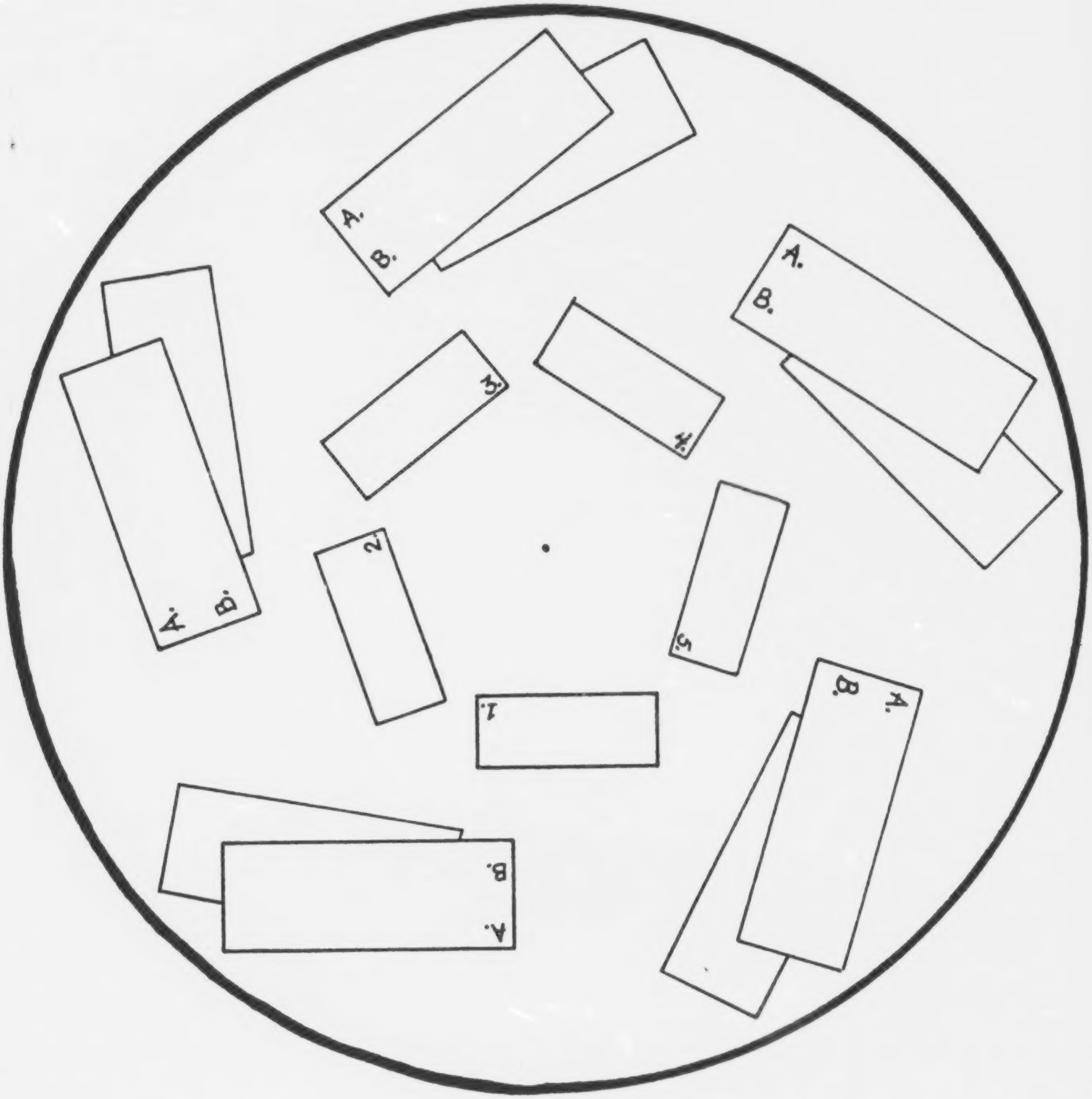

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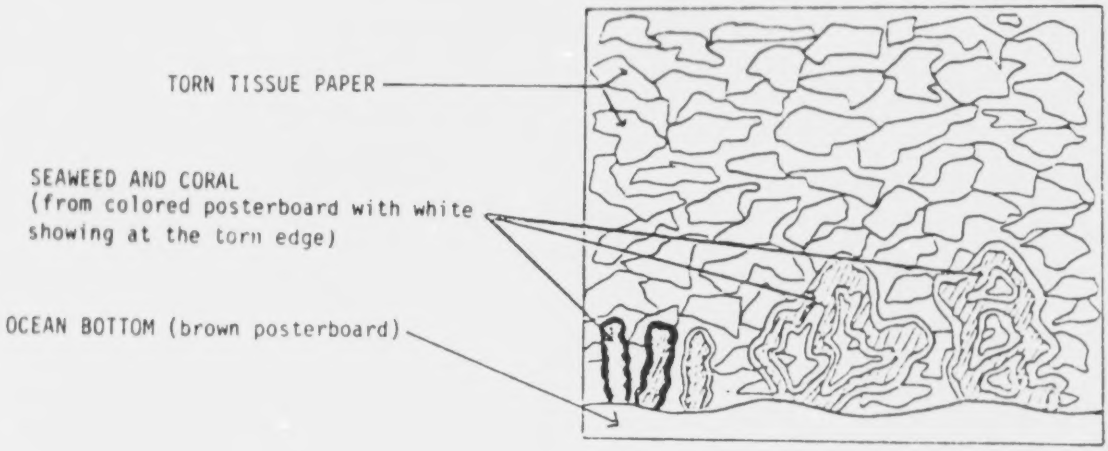
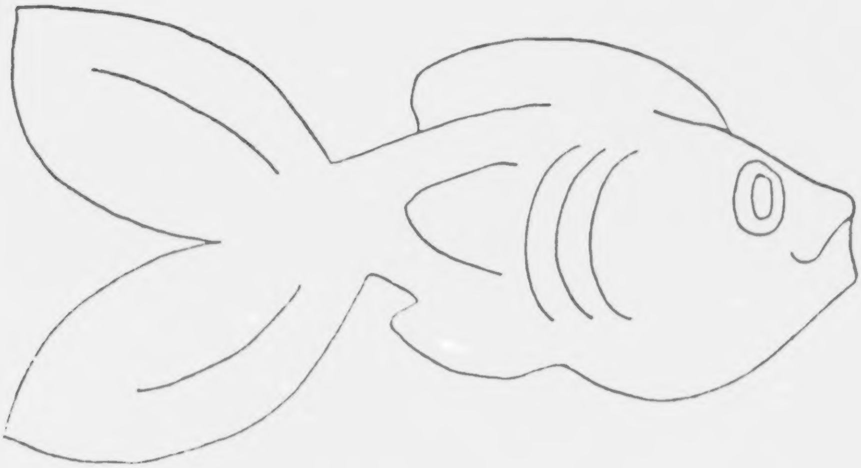
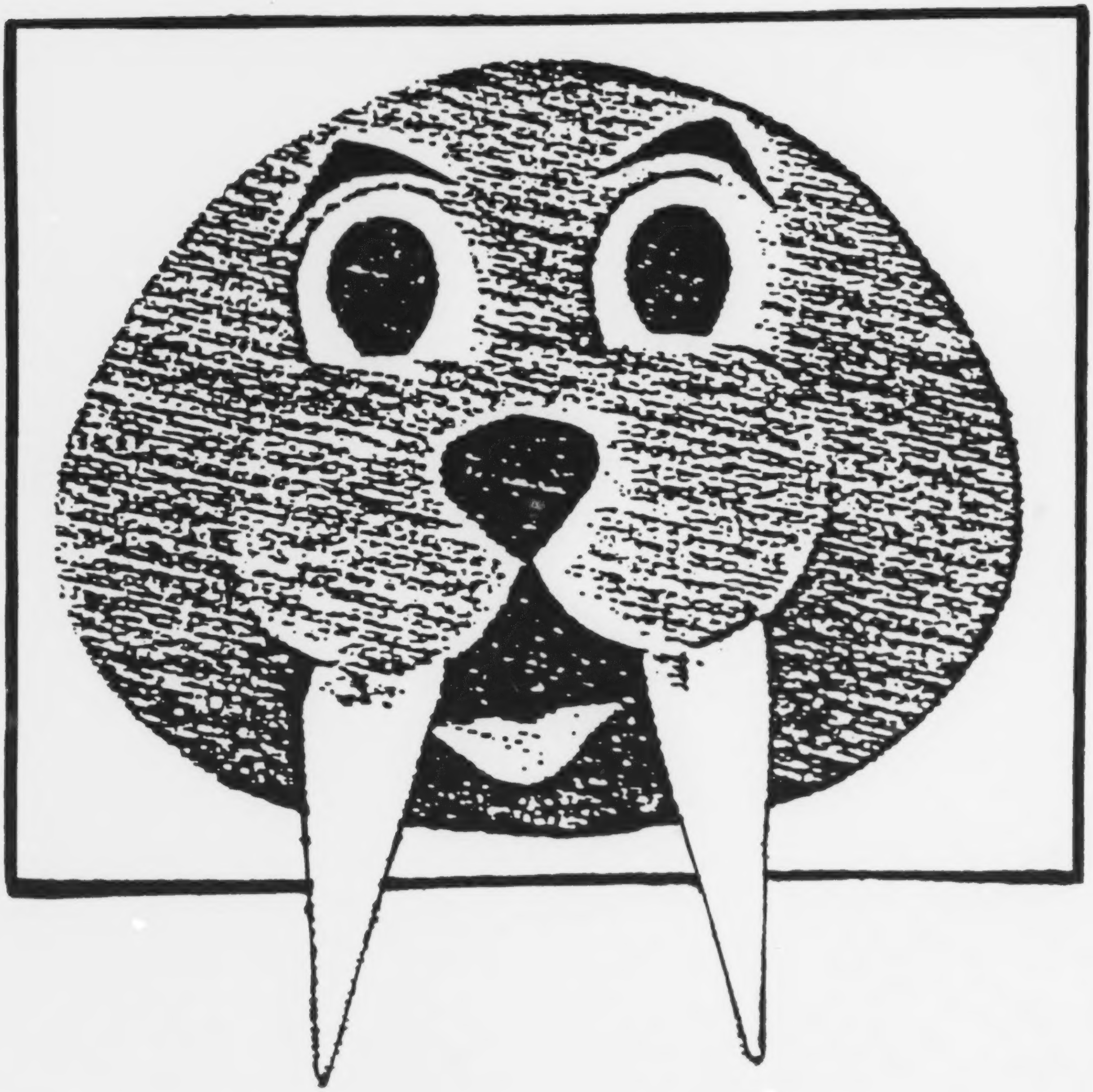
UNDERWATER ADVENTURE CRAFT

Give each child a square of white posterboard. Have the children glue torn pieces of blue and green tissue paper on the posterboard to give the impression of water. Make seaweed and coral of torn colored posterboard.(leave white fringe on the torn edges.) Duplicate fish pattern on colored paper and cut out. Glue fish to posterboard.


TORN TISSUE PAPER
SEAWEED AND CORAL
(from colored posterboard with white showing at the torn edge)
OCEAN BOTTOM (brown posterboard)



NY LIBRARY ASSOC. PATTERNS FOR PRESCHOOLERS, NY: THE ASSOCIATION. 1985. pp. 97-98.



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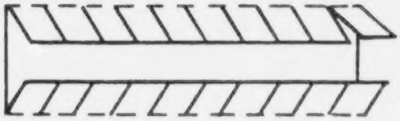
ASSEMBLY INSTRUCTIONS

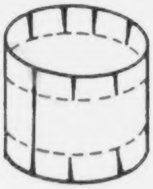
Walrus

① Cut the face shape out and glue to a piece of white or colored construction paper.

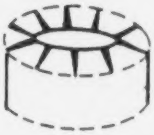
② Cut out the 4" x 10" mouth and fold on dotted lines. Open back up and cut on solid lines to the foldlines.



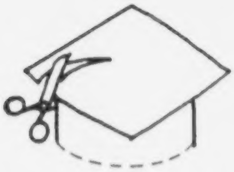
③ Staple or glue ends together to form a cylinder shape.



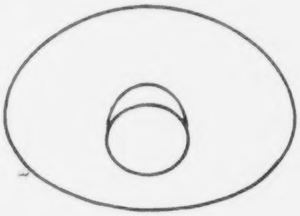
④ Fold cut flaps to center on both ends.

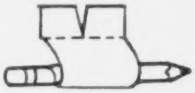


⑤ Glue one end of the mouth to the 4" x 4" piece of paper and trim to the shape of the mouth. To secure flaps to the 4" x 4" paper, invert cylinder. Use pencil eraser to press flaps firmly to paper.

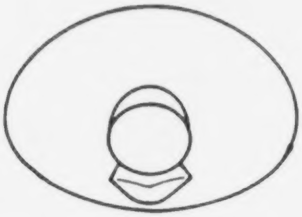


⑥ Glue the other end of the mouth to the face. Lower mouth for pig and walrus. Fold on dotted line and clip on solid line to foldline. Use a pencil or crayon to roll end of lower mouth.





⑦ Overlap cut flaps and glue under the upper mouth.



Special Assembly Directions

Walrus — Use two upper mouths and two 4" x 4" squares to make the mouth.

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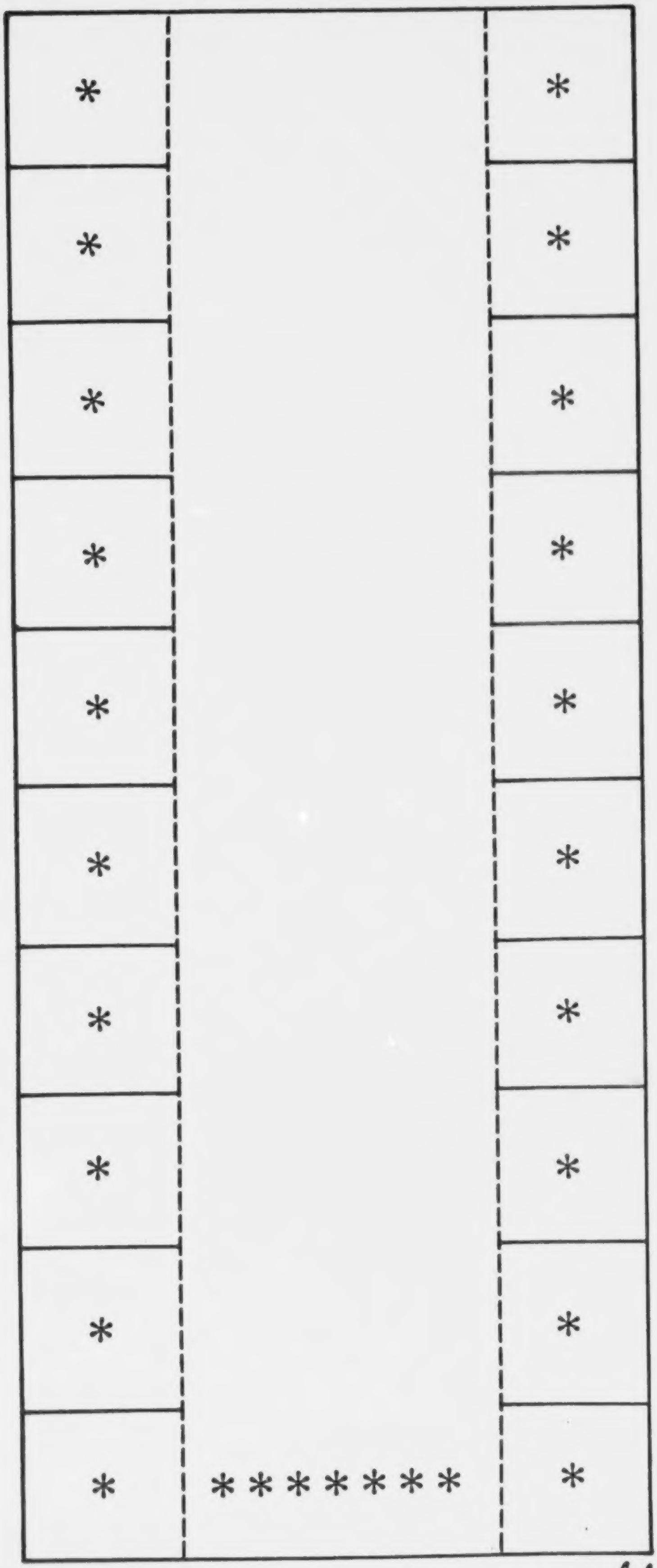

Walrus

upper mouth

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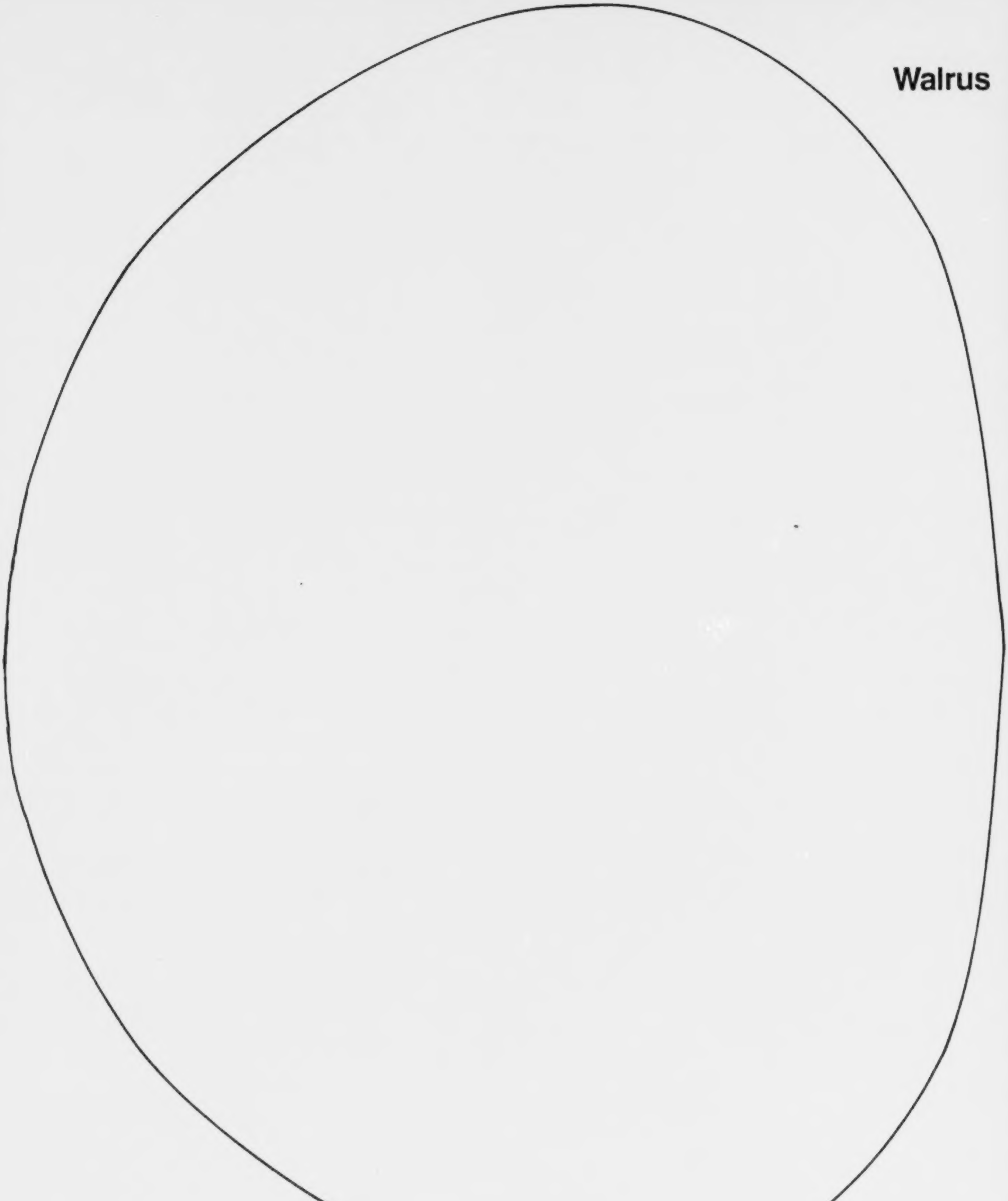
Walrus
face 392

Walrus

mouth

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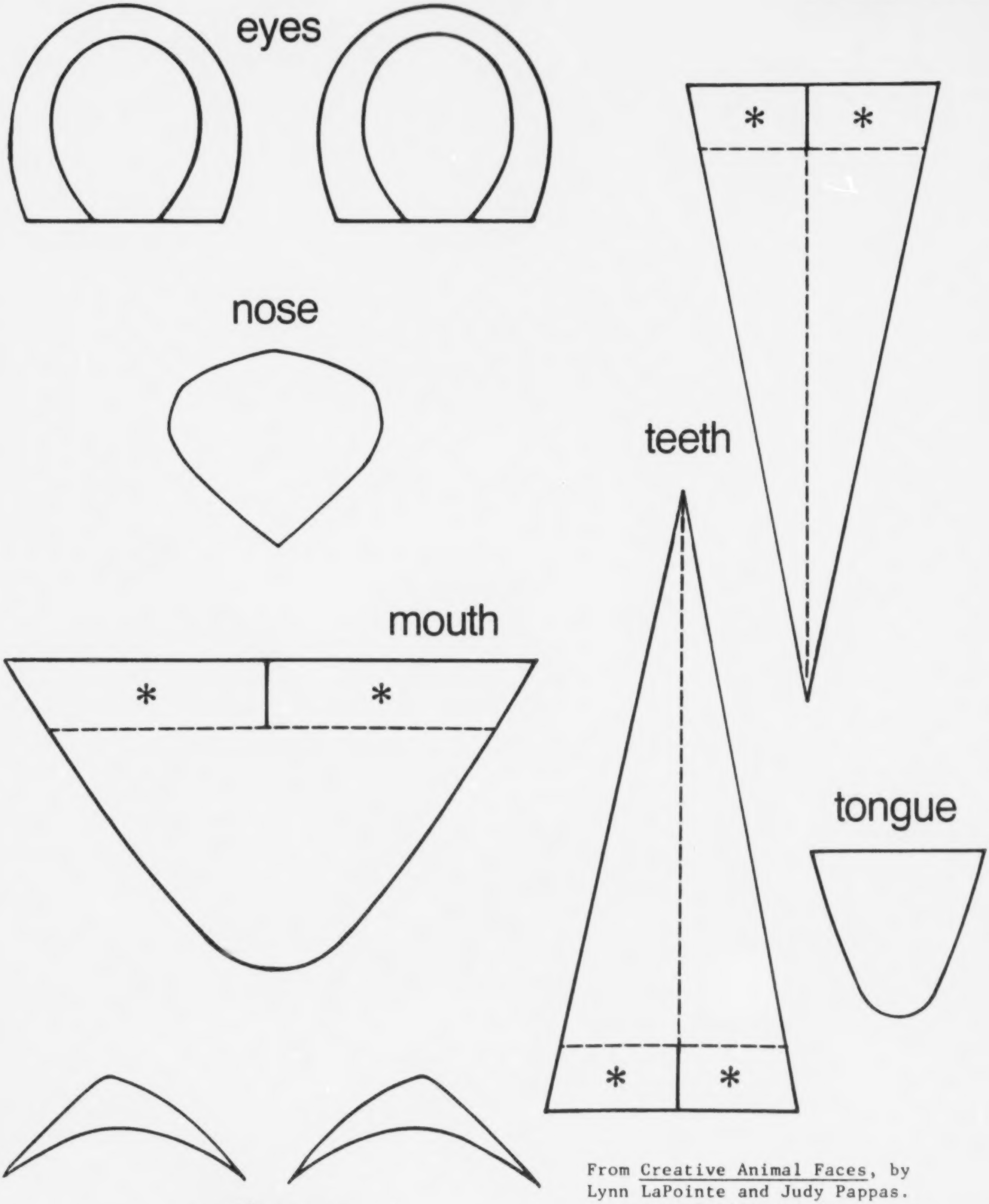
Walrus


eyes
nose
teeth
*
*
mouth
*
*
*
*
tongue
eyebrows

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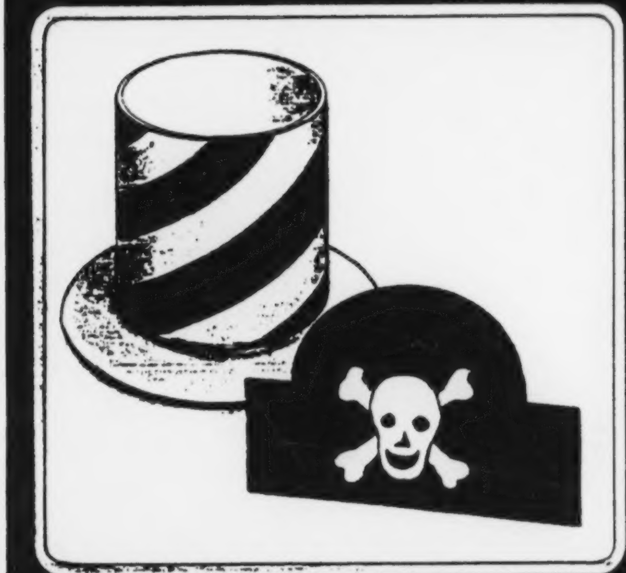
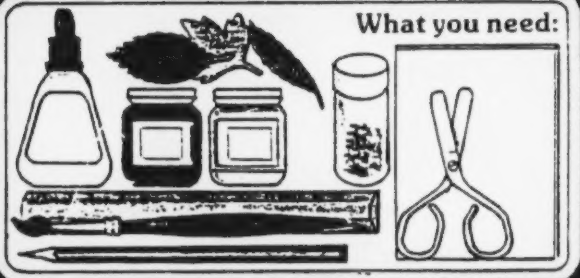
COSTUMES

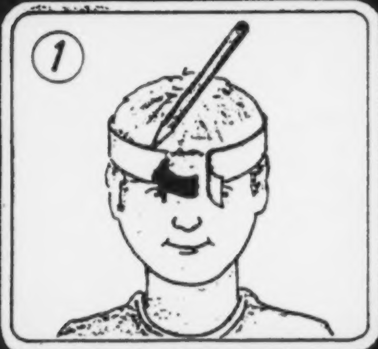
Party Hats

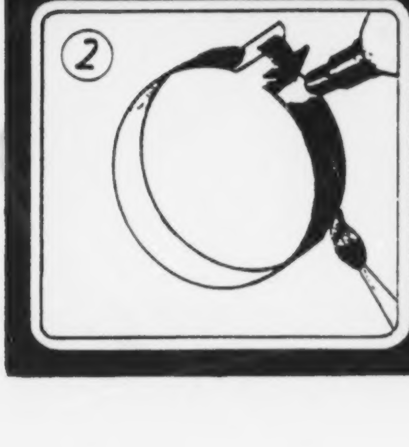


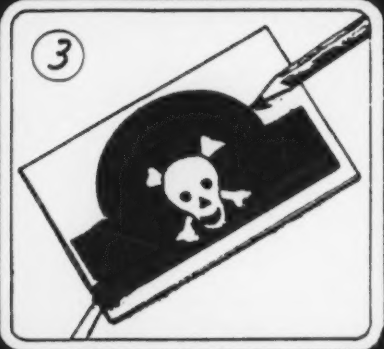
- Make sure the hat is going to fit before you glue it together.
- You can copy the pirate's hat or make your own.
- Cut the notches in the base of the top hat from the center to the fold line.

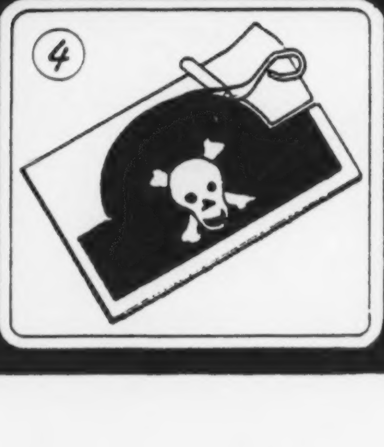
What you need:

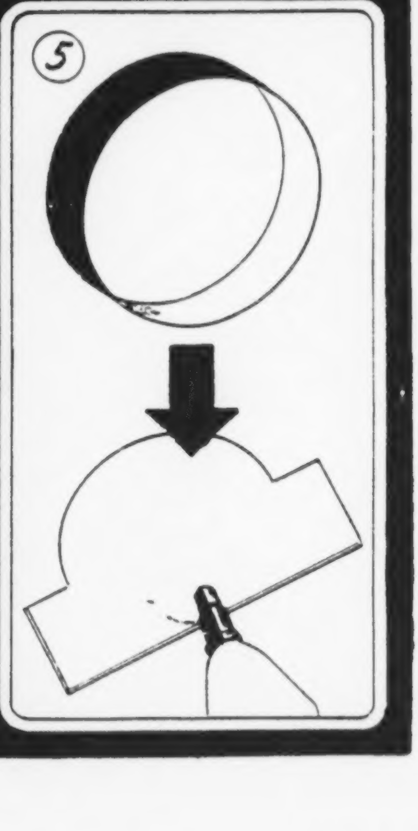












Taken from MAKE IT YOURSELF - Party Time, an Aladdin Book Ltd.,
28 Percy Street, London W1P 9FF.

PIRATE

Here's your chance to lead a gang of pirates. Walk with a swagger and look as ferocious as you can. Sing a sea chantey or two to let people know you're coming.

COSTUME

Jeans or dark pants: In the days of the pirates, knee pants were the look. So roll yours up to just below your knee.

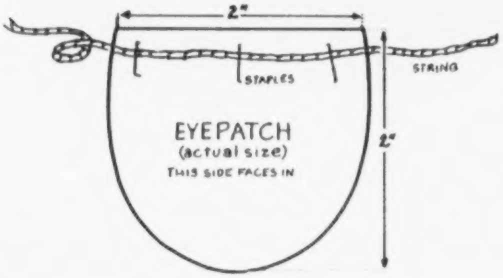
Tights or knee socks: To cover the lower part of your legs you'll need dark tights or knee socks.

Boots or shoes: You can use whatever you have, but a dark color is best. Heavy boots or dark shoes with buckles will carry out the seagoing look. Or tie homemade buckles on your sneakers. Cut them out of gold-colored cardboard if you can find it—boxes of cards or from department stores are good sources.

Large blousy shirt: Any long sleeved, loose, and brightly colored shirt will do. The idea is that the sleeves will billow out of the armholes of the vest.

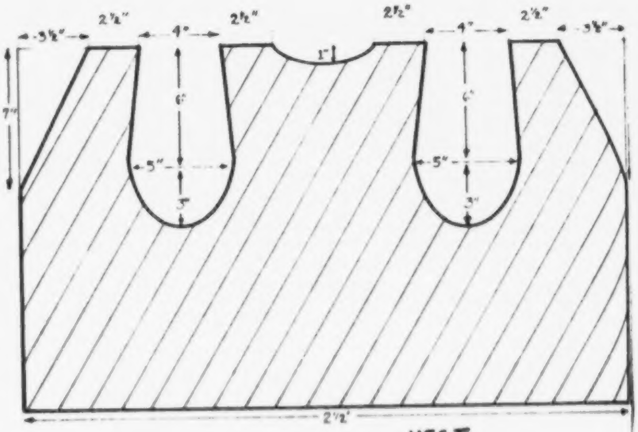
Sash or belt: A brightly colored scarf or strip of fabric, or even a gaudy necktie, will work well for a sash. It needs to be long enough to tie around your waist. Don't worry if it seems to clash with the color of your shirt—pirates like wild color combinations. If you have a belt with a big metal buckle, it will do fine instead.

Eye patch: Use thin cardboard, such as the back of a writing tablet, to make your eye patch. Draw a shape like the one shown and cut it out. You'll also need about 2½ feet of string—regular kitchen cord or anything you have around will be fine. Staple the string across the top of the eye patch. Paint the patch black. You can also paint the string if you like. Put the patch over one eye and tie the string firmly at the back of your head to hold it in place. Be sure to wear the eye patch with the sharp ends of the staples facing out.



Bandana: A regular old red or blue bandana is all you need for this. Or you can use any colored scarf or even a square of fabric. Fold it diagonally in half to form a triangle. Lay it on top of your head so that the fold is across your forehead and the bandana covers the top of your head. Then tie it in back. Your bandana is very useful for keeping the sweat out of your eyes while you're heaving on the oars or in the middle of a sword fight.

Vest: If you have a vest you can wear, that's great. And it doesn't matter at all what color it is. But if you don't, it's easy to make one out of any fabric that's around. You'll need a piece of material 1½ by 2½ feet. Use a ruler and pencil, ballpoint, or chalk (whatever will show) to mark your fabric according to the diagram. Cut out the vest along the lines you drew. Match up the front and back shoulders and staple them together. Try on the vest over the shirt you plan to wear and make any adjustments needed—if it's too long, trim off the bottom.



VEST

From The Scary Halloween Costume Book by Carol Barkin and Elizabeth James.
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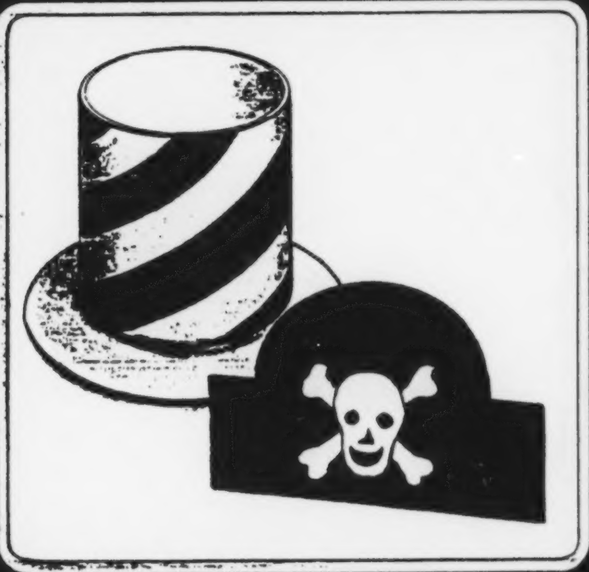
Party Hats



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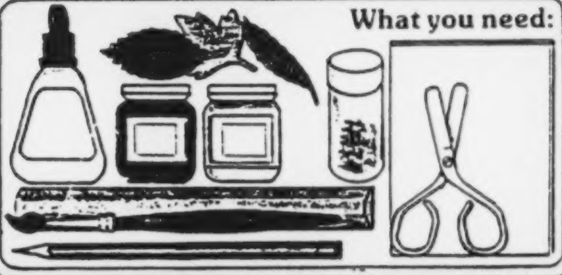

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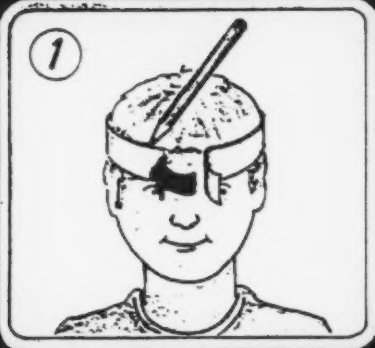

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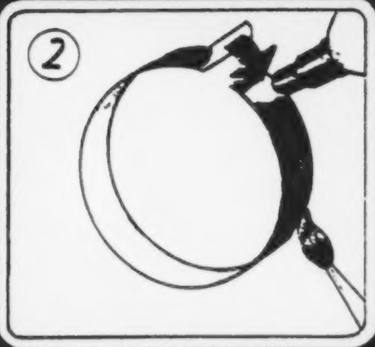

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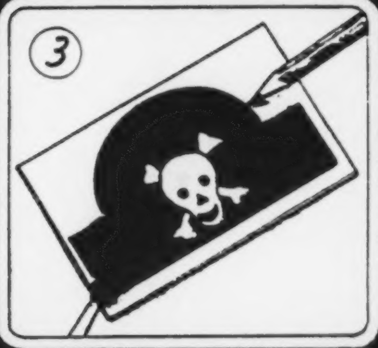

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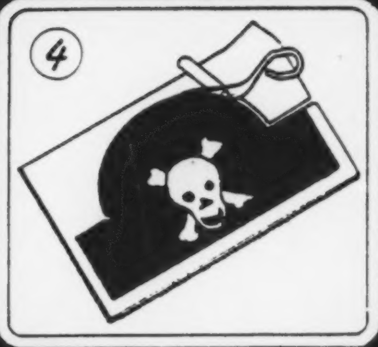

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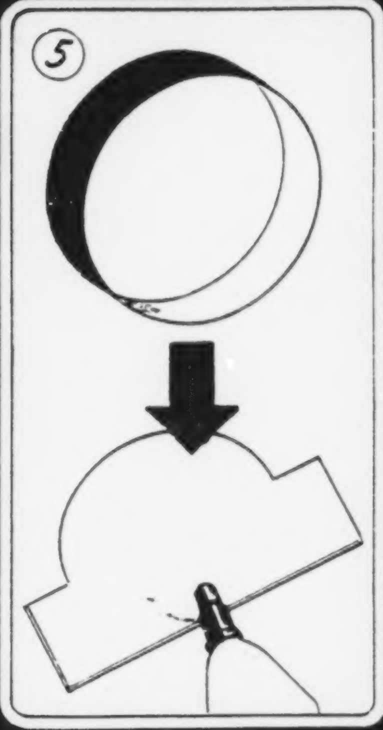

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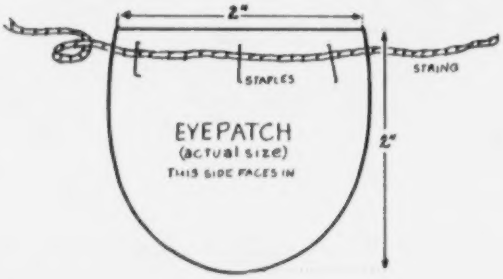
Tights or knee socks: To cover the lower part of your legs you'll need dark tights or knee socks.

Boots or shoes: You can use whatever you have, but a dark color is best. Heavy boots or dark shoes with buckles will carry out the seagoing look. Or tie homemade buckles on your sneakers. Cut them out of gold-colored cardboard if you can find it—boxes of cards or from department stores are good sources.

Large blousy shirt: Any long sleeved, loose, and brightly colored shirt will do. The idea is that the sleeves will billow out of the armholes of the vest.

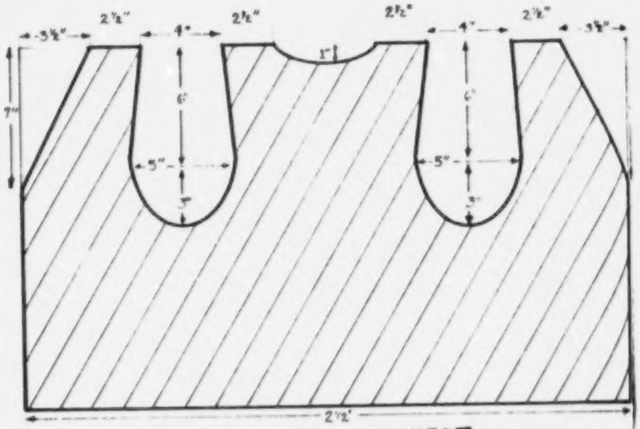
Sash or belt: A brightly colored scarf or strip of fabric, or even a gaudy necktie, will work well for a sash. It needs to be long enough to tie around your waist. Don't worry if it seems to clash with the color of your shirt—pirates like wild color combinations. If you have a belt with a big metal buckle, it will do fine instead.

Eye patch: Use thin cardboard, such as the back of a writing tablet, to make your eye patch. Draw a shape like the one shown and cut it out. You'll also need about 2½ feet of string—regular kitchen cord or anything you have around will be fine. Staple the string across the top of the eye patch. Paint the patch black. You can also paint the string if you like. Put the patch over one eye and tie the string firmly at the back of your head to hold it in place. Be sure to wear the eye patch with the sharp ends of the staples facing out.



Bandana: A regular old red or blue bandana is all you need for this. Or you can use any colored scarf or even a square of fabric. Fold it diagonally in half to form a triangle. Lay it on top of your head so that the fold is across your forehead and the bandana covers the top of your head. Then tie it in back. Your bandana is very useful for keeping the sweat out of your eyes while you're heaving on the oars or in the middle of a sword fight.

Vest: If you have a vest you can wear, that's great. And it doesn't matter at all what color it is. But if you don't, it's easy to make one out of any fabric that's around. You'll need a piece of material 1½ by 2½ feet. Use a ruler and pencil, ballpoint, or chalk (whatever will show) to mark your fabric according to the diagram. Cut out the vest along the lines you drew. Match up the front and back shoulders and staple them together. Try on the vest over the shirt you plan to wear and make any adjustments needed—if it's too long, trim off the bottom.



VEST

From The Scary Halloween Costume Book by Carol Barkin and Elizabeth James.
(c) 1983 by the authors. Reprinted by permission of Lothrop, Lee & Shepard, a division of William Morrow & Co.

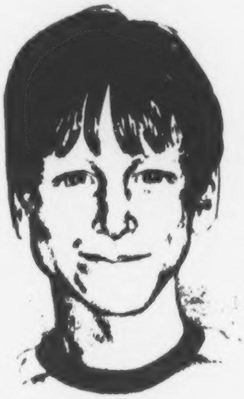
One gold earring: Pirates often wear some of their stolen spoils. If you can borrow a clip-on gold-colored hoop earring from your mom, that's great. But you can probably find a cheap pair at the dime store. Or how about using a gold-colored curtain ring? Tie a piece of thread through it to make a loop. Then loop the thread over your ear to dangle the ring just below your earlobe. If clip-on earrings pinch your ears too much, this is a perfect solution.

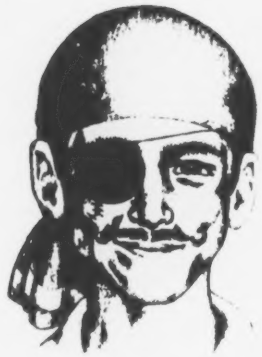
MAKEUP

Heavy eyebrows: Spread a thin film of cold cream over your face. Use a black or dark brown pencil to make your eyebrows look thick and bushy. Try lots of short upward strokes to achieve this effect.

Mustache: The same eyebrow pencil will make a terrific mustache. Use long sideways strokes above your upper lip. Then continue the mustache onto your cheeks with dashing curlicue ends.

Scar: A scarred face is the reward of the pirate's violent life. A good place for your scar would be just below your eye patch. Put on the eye patch and mark how far down on your cheekbone it comes. Use blue and red or green Cray-pas to create a disgusting swollen path for your scar. Then draw the jagged scar line and stitch marks with eyebrow pencil. (See page 15.) No one will want to look at the rest of your eye under its patch!



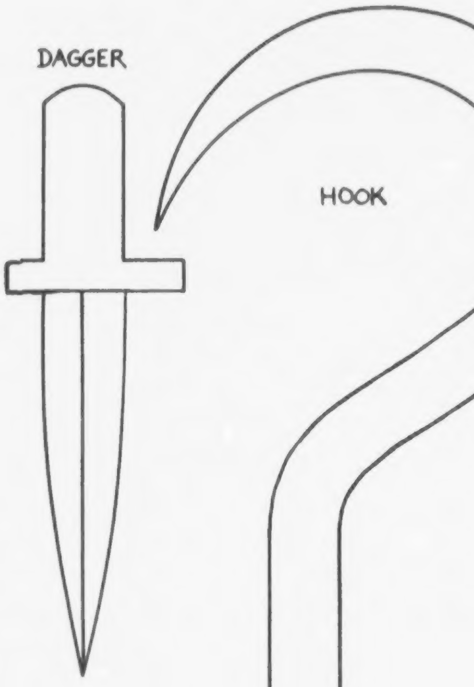


PROPS

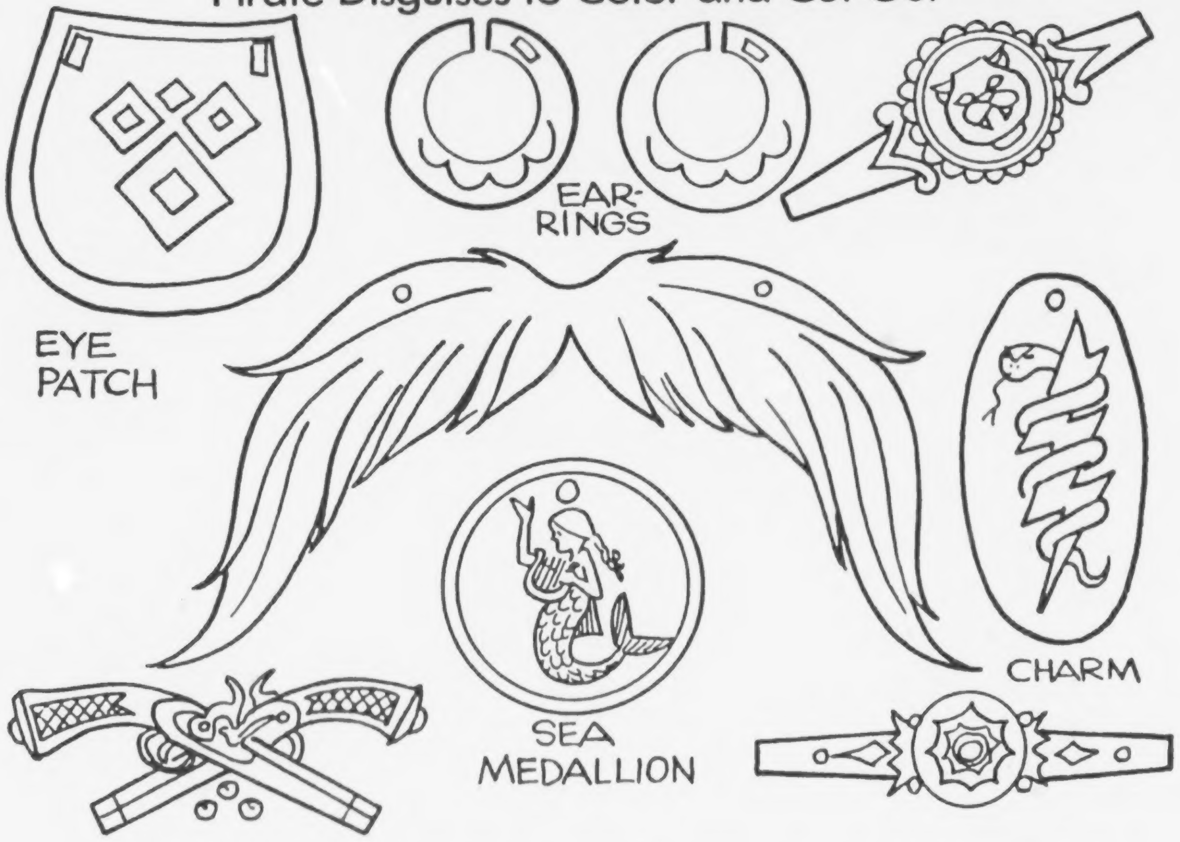
Cardboard dagger: Every pirate has a dagger stuck in his sash in case of emergency. Make yours out of corrugated cardboard and big enough so everyone will see it. If you want the handle to have a rounder look you can wrap it with masking tape to pad it. Paint the handle black and the blade silver.

Cardboard hook: If you like the idea of being a one-handed pirate for one night, make a hook out of thin cardboard. It should be about the size of your cupped hand, but don't forget to add the crosspiece at the bottom so you can hold it. If it feels too wobbly, cut out another one the same size and glue them together. Paint the hook silver on both sides. Bend the tabs in opposite directions and reinforce them with tape if they seem weak.

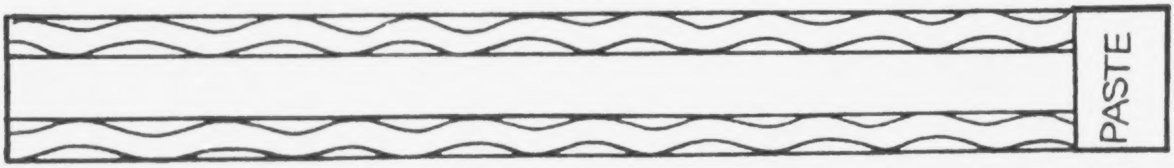
You'll need a shirt with sleeves long enough to cover your fist. Slide the end of the hook between your fingers so you can grasp the tabs. Pull that sleeve down over your hand.

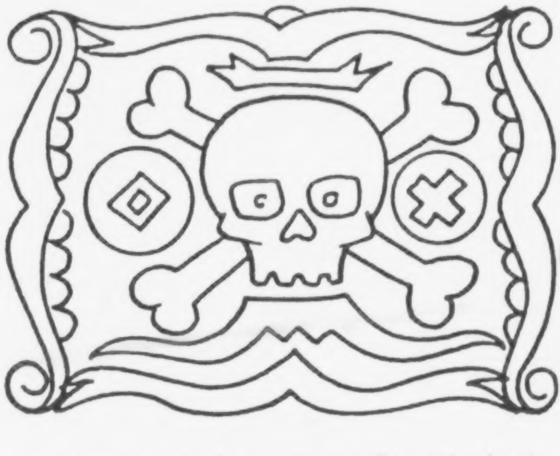


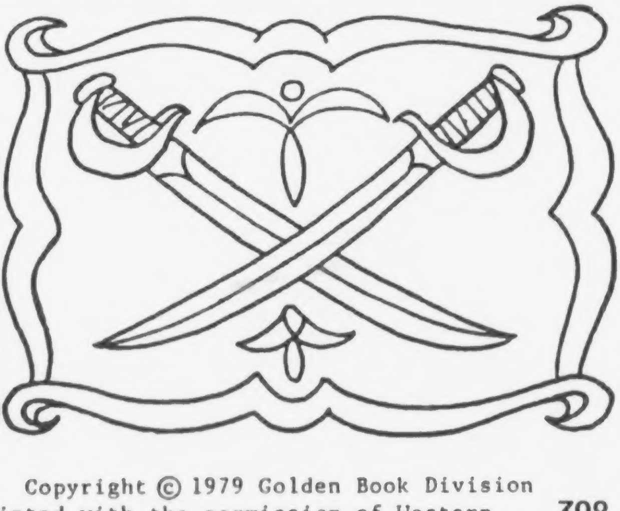
Pirate Disguises to Color and Cut Out



Remove this page from the book and glue to construction paper. Color the objects and cut them out. The eyepatch, moustache, charm and sea medallion can be strung with yarn. Attach buckles with tape. Paste tabs on rings and arm band to fit. Now you look like a real buccaneer!



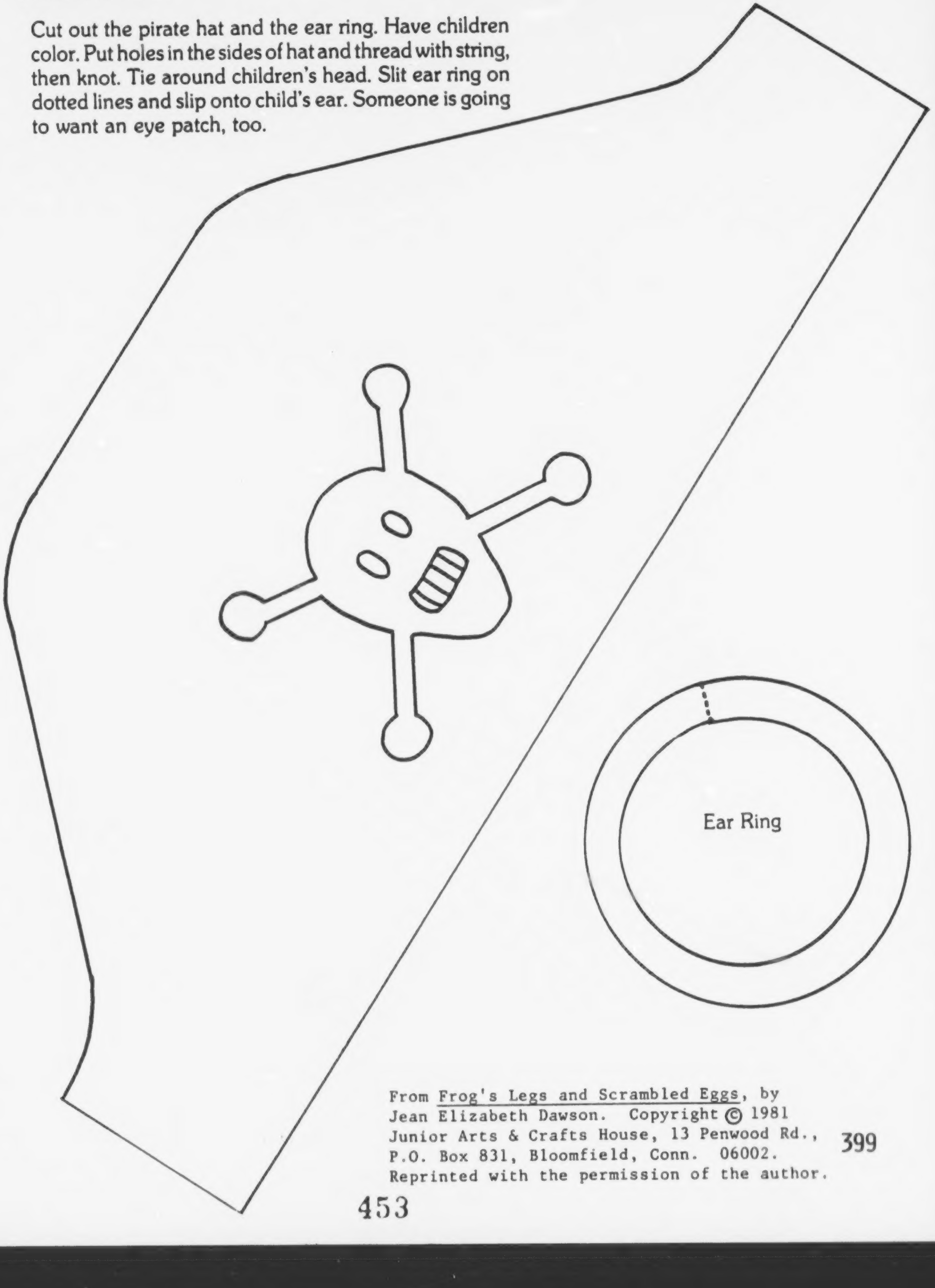




From Tom & Jerry Rainy Day Playbook. Copyright © 1979 Golden Book Division of Western Publishing Company. Reprinted with the permission of Western Publishing Company and Turner Entertainment.

PIRATE HAT

Cut out the pirate hat and the ear ring. Have children color. Put holes in the sides of hat and thread with string, then knot. Tie around children's head. Slit ear ring on dotted lines and slip onto child's ear. Someone is going to want an eye patch, too.



From Frog's Legs and Scrambled Eggs, by
Jean Elizabeth Dawson. Copyright © 1981
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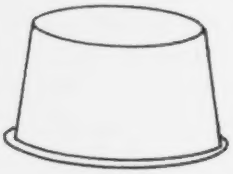


Figure 1

A Pirate Hat

Use a 3-inch-high cottage-cheese or similar carton (Figure 1), a piece of cardboard 12 inches square (the side of a giant-size detergent or powdered-milk box will do), and one pipe cleaner to make this pirate's hat.

Cut a 12-inch circle from the cardboard to form a brim. Trace another circle in the center of the brim to fit the top of the cheese carton. Make a smaller circle inside this one and cut it out. Cut slashes in the first circle (Figure 2), and bend the sections up as tabs (Figure 3).

Use the tabs when you tape the brim to the carton (Figure 4). Fasten a string to each side as a tie.

Paint the hat black.

Fold up one side of the brim so that it reaches the top of the crown. Punch a hole through the crown and brim and fasten them together with the pipe cleaner.

Cut crossbones from white paper and glue the crossbones over the pipe cleaner.

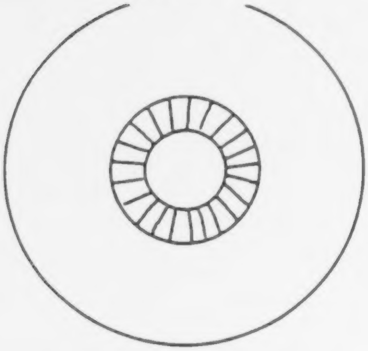


Figure 2

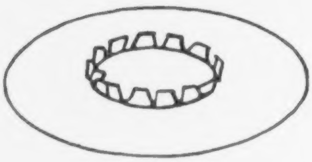


Figure 3

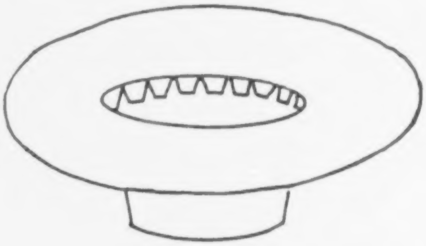


Figure 4

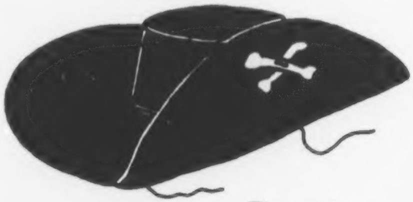


Figure 5

From KITCHEN CARTON CRAFTS by Helen Roney Sattler. Copyright (c) 1970 by the author. Reprinted by permission of Lothrop, Lee & Shepard Books, a division of William Morrow & Co.

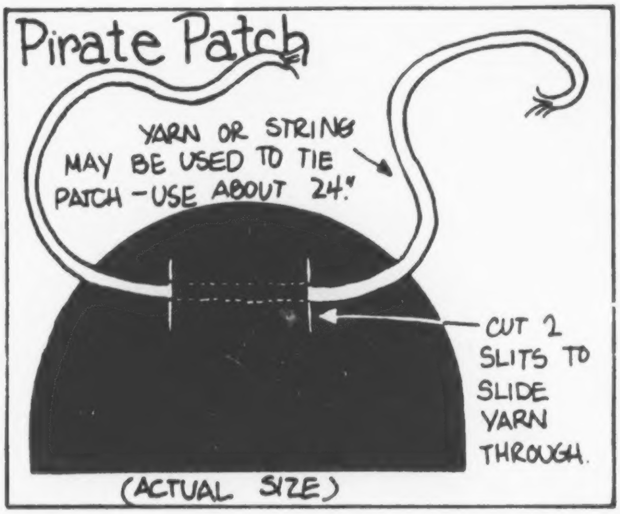
PIRATE PATCH

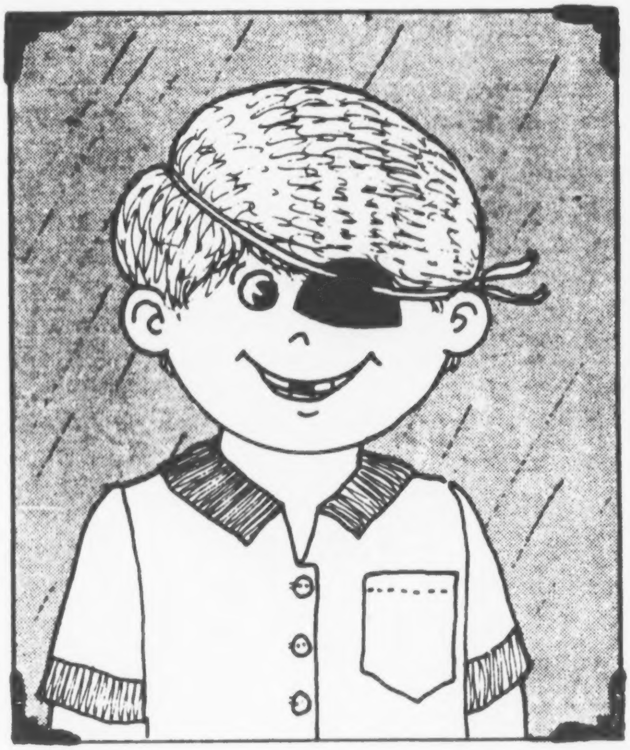
Well, shiver me timbers! It's time for high adventure on the sea and in the library.

For a thrilling and fun time in storytime, have a Pirate Day. Each child receives an eye patch made from construction paper and yarn. Read the story One-Eyed Jake by Pat Hutchins and then go on a treasure hunt.

Let the children use their imaginations as much as possible. So after the library's ship is wrecked, the storytime participants should pretend to swim to an island (watching out for sharks and other creatures of the deep) and then go on a treasure hunt. For treasure use silver foil wrapped gum and left over items from earlier storytimes.

To make the eye patches: cut a semi-circle of black construction paper. Make 2 slits in the middle of the paper and thread the yarn between the slits. Place on child and tie loosely.


Pirate Patch
YARN OR STRING MAY BE USED TO TIE PATCH - USE ABOUT 24."
CUT 2 SLITS TO SLIDE YARN THROUGH.
(ACTUAL SIZE)



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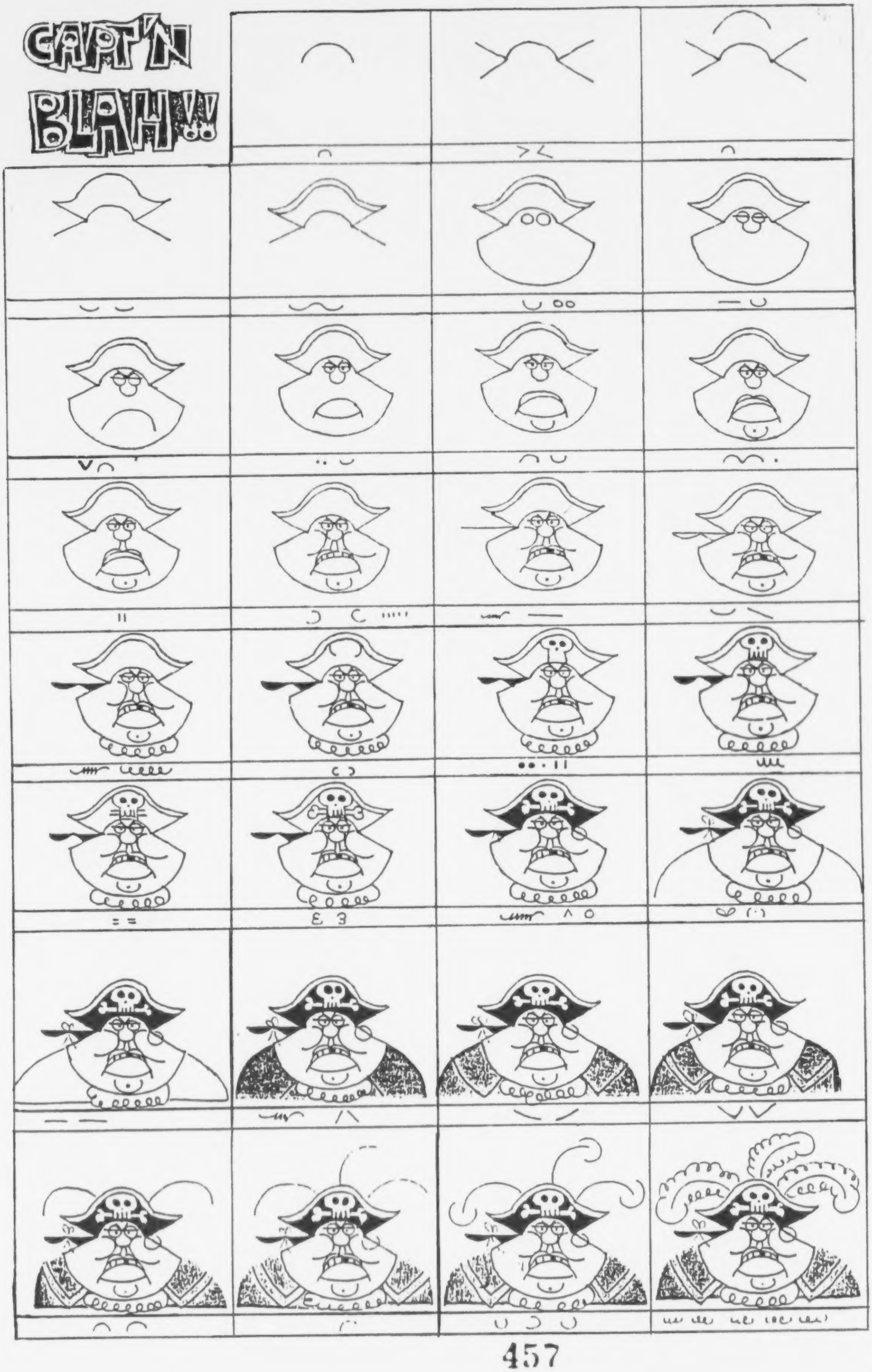
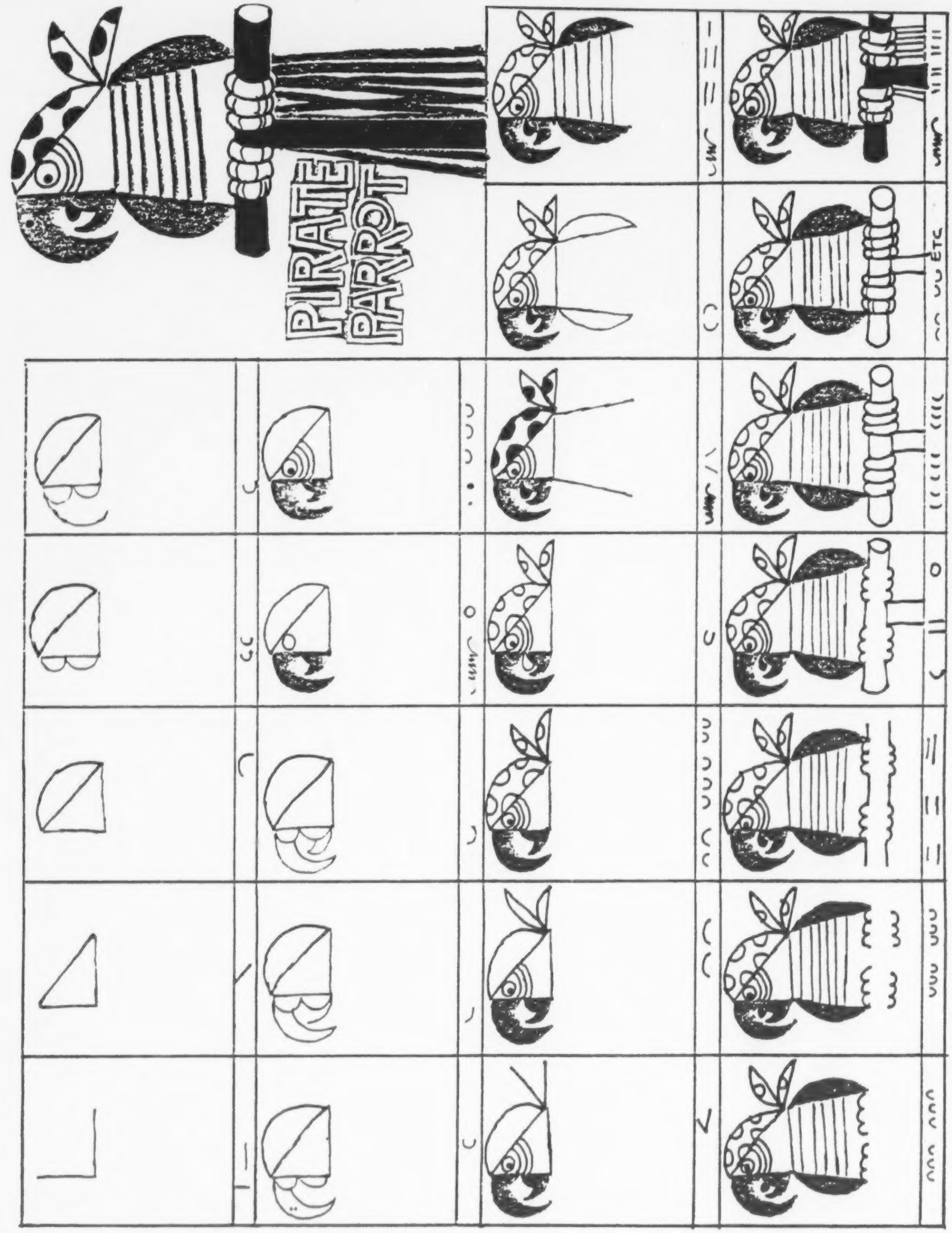
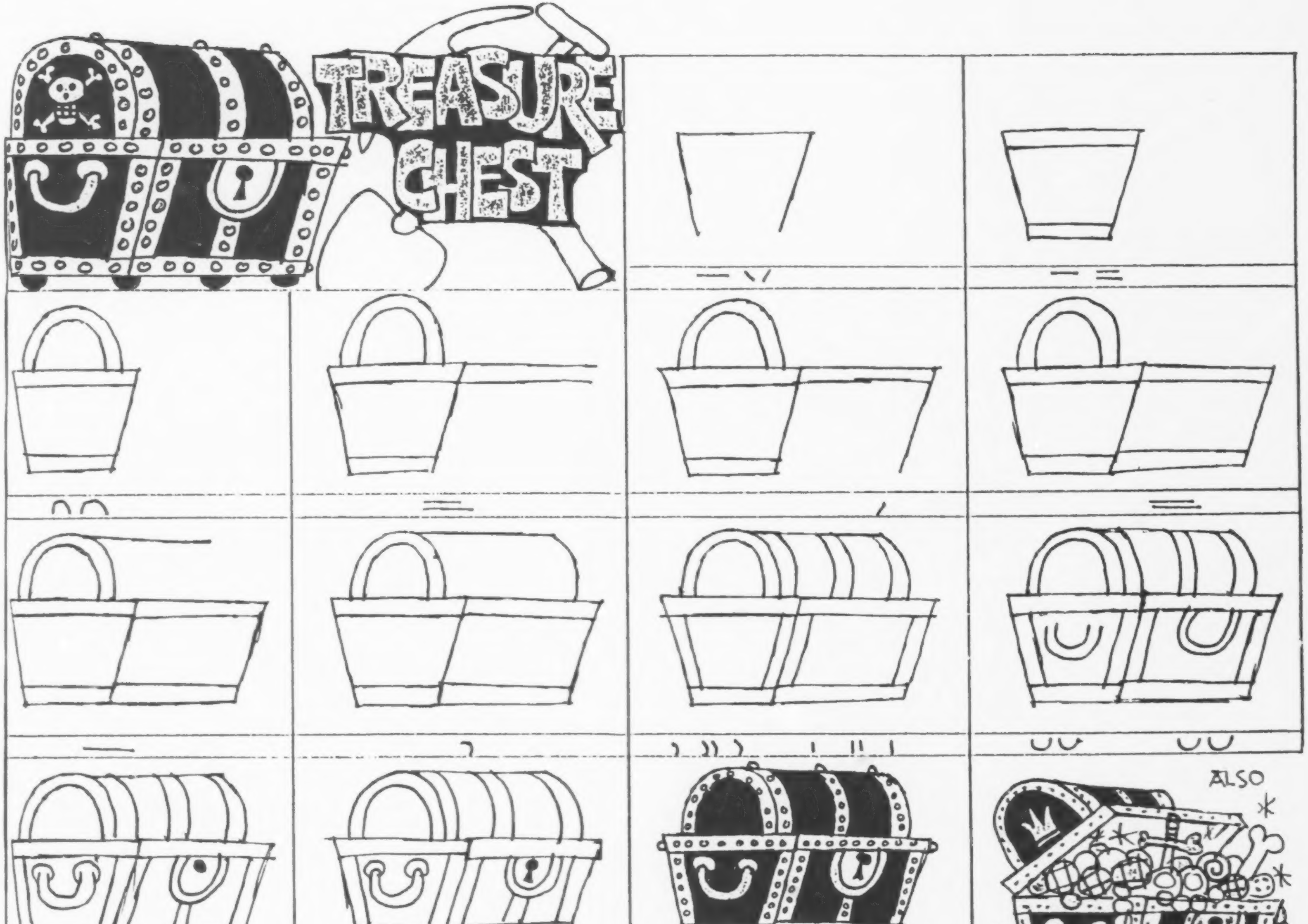
DRAWING PAGES



From Edemberley's Big Purple Drawing Book, p. 42 "Pirate Parrot", by Ed Emberley. Copyright (c) 1981. This copy has been produced by permission of Little, Brown and Company (Inc.); further reproduction from this copy is prohibited.



From Ed Emberley's Big Purple Drawing Book, pp. 31-33 "Things Piratical - Captain Blah", by Ed Emberley. Copyright (c) 1981. This copy has been produced by permission of Little, Brown and Company (Inc.); further reproduction from this copy is prohibited.



From Ed Emberley's Big Purple Drawing Book, p. 41 "Treasure Chest", by Ed Emberley. Copyright (c) 1981. This copy has been produced by permission of Little, Brown and Company (Inc.); further reproduction from this copy is prohibited.

FILMS

FILMS

The films and filmstrips listed here are components of the storytime planners found in this manual. They are available for loan, as noted in the film annotations, from the following libraries: State Library of Louisiana (LSL); and the Jefferson Parish Library (Jef).

Animals Of a Living Reef (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 18 min. gen.

Coral reefs contain a richer variety of plant and animal species than any other ecosystem on earth. In this film the audience slips into the clear, sunlit, tropical waters of the Great Barrier Reef to glide alongside sharks, moray eels, manta rays, sea turtles, starfish, deadly stonefish, and brilliantly colored coral formations.

CORONET/MTI 1980

Black Island (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 58 min. gen

Two boys on an outdoor education trek fall into the hands of two escaped prisoners living in a derelict cottage on an uninhabited island. Forced to help find food, the boys eventually get help when the cooking fire gets out of hand.

LUCERNE 1980

A Boy, a Dog, and a Frog (LSL) 9 min. p,el

A small boy and his dog go frog-hunting in a nearby pond. The frog is too wiley for them, however, and eludes their every effort. After falling into the pond, the boy and the dog go home, only to find the frog following them. A delightful live-action film with three appealing characters. Based on the book by Mercer Meyer.

PHOENIX FILMS 1980

The Bremen Town Musicians (LSL and Jef) 15 min. p,el

The classic Grimm Brothers tale shows four outcast animals who are resourceful enough to take care of themselves in spite of cruel masters and dangerous robbers.

PHOENIX FILMS 1981

Burt Dow, Deep-Water Man (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 10 min. el

Tells of the adventures of Burt Dow, an old salt with a boat named the Tidely Idley, who gets swallowed by a whale along with his pet gull.

WESTON WOODS STUDIO 1983

Captain Silas (LSL) 14 min. p,el (poor condition)

A tale about Silas, a peanut who goes to sea in a shoe to buy produce on the Isle of Fugar and sell it on Truck Island. Imaginative, original animation in this adventure story.

YELLOW BISON 1977

Cat Tale (LSL) 12 min. p,el (poor condition)

A child finds a cat who is lost after its "family" leaves on vacation and he learns the proper way to take care of it.

AIMS INSTRUCTIONAL MEDIA 1975

The Cat Who Walked By Himself (LSL) 16 min. p,el
Rudyard Kipling tells of long ago when the world was just beginning, all the tame animals were wild, including man. But the cat was the wildest of all. He walked by himself in the west, wild woods and all places were alike to him. Although the clever woman tamed all of the other wild things, she was never able to completely tame the cat who walked by himself. From Rudyard Kipling's JUST SO STORIES.
CORONET/MTI 1984

Caterpillar (LSL) 16 min. p,el
A caterpillar dancing to a lively tune played on a harmonica by a young boy is "discovered" by a promoter and made world star. The caterpillar disappears but when spring comes a butterfly appears and dances the familiar jig. No narration or dialogue.
KRESLENY FILMS 1971

Cats (LSL) 14 min. gen (poor condition)
Gives a brief look at the special and sometimes mystical place cats have held throughout history and the reasons people keep cats today. Featuring Morris the Cat.
LUCERNE 1979

Cecily (LSL) 7 min. p,el
An animated story about a little girl who, discovering she can fly by flapping her ears, takes off for Africa. She makes friends with the elephants, whose ears are as big as hers, and becomes famous as the leader of the Pachyderm Chorus.
LEARNING CORPORATION OF AMERICA 1974

City of Gold (Jef) 23 min. jh,sh,a
Re-creates scenes of the Klondike Gold Rush using photographs of the period.
CONTEMPORARY FILMS, INC. 1957

The Concert (LSL) 12 min. gen
A fantasy about a street musician who works his musical magic on the pedestrian crosswalk behind London's Royal Albert Hall. Spoof on a concert where the lines of a crosswalk become the keyboard of a giant piano.
PYRAMID FILMS 1974

Coral Divers of Corsica (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 52 min. jh,sh,a
Captain Jacques Cousteau sails the Calypso to the Mediterranean Sea off the coast of Corsica to study the beautiful forests of red coral hidden beneath the surface and to film the fearless coral divers who recklessly descend to ever greater depths to claim the valuable prize.
CHURCHILL FILMS

The Crab That Played With the Sea (Not available from LSL or Jef - You may contact film producer to inquire about rental price.) 12 min. el
Long ago, when every animal learned its role in the pattern of things, the king crab felt free to play with the sea, causing much harm and alarm. The Eldest Magician struck a crafty bargain with the arrogant crab and ended the destruction.
CORONET/MTI 1983

Desert Whales (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 22 min. jh,sh,a
Records the southern migration of California gray whales. The journey of 5,000 miles is unsurpassed by any other mammal. The crew attempts to aid a young whale injured and stranded on a sandbar. Narrated by Rod Sterling. From the Undersea World of Jacques Cousteau series.
CHURCHILL FILMS 1970

Dick Whittington and His Cat (LSL) 15 min. p,el (poor condition)
Six hundred years ago a penniless orphan arrived in London to seek his fortune, and the legend of Dick Whittington has been loved by children ever since. A wonderful tale of how Dick's investment in kindness to a cat was returned many times over.
STERLING EDUCATIONAL FILMS 1965

Diving For Roman Plunder (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 25 min. gen
A film that provides substantial background on ancient Greek artifacts and the techniques of modern underwater archaeology.
WALT DISNEY EDUCATIONAL MEDIA 1978

Dog Watch (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 8 min. gen
Pluto, the faithful sea dog, is given the responsibility of looking after the ship while the crew goes on shore leave.
WALT DISNEY EDUCATIONAL MEDIA 1982

Dolphin (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 58 min. gen
A documentary on these intelligent, graceful, sea-going mammals. "Dolphin" graces the history of dolphin lore from antiquity to present times and gives a sense of respect and affection for this friendly sea creature with as yet untapped intelligence. A crew sets out on a remarkable adventure to meet and make friends with wild dolphins in the crystal blue waters of the Bahamas. An uderwater piano is used to attract a school of wild dolphins who join their human companions in an exquisite underwater ballet.
FILMS, INC. 1979

Dolphins: Our Friends From the Sea (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 15 min. el
An animated sequence illustrates the characteristics that make a dolphin a mammal: breathing air, giving birth to and nursing their young. The dolphin's use of echolocation and eating habits are described. Live action shows dolphins being trained with whistles, hand signals, and reward. The great care taken in capturing dolphins and bringing them to an oceanarium is documented.
AIMS INSTRUCTIONAL MEDIA 1985

Down to the Sea In Ships (Jef) 54 min. jh,sh,a
Since time immemorial, man has gone "down to the sea in ship," leaving behind a wake of adventure, mystery, daring -- a history. This story of man in deep waters is told from the standpoint of history and of the present. Through historic pictures, and the words of Melville and Conrad, the film captures the sense and feel of the sea, and America's attachment to it.
FILMS, INC.

Eighteen Footers (LSL) 20 min. gen

An introduction to the popular and exhilarating sport of sailing with a brief history of the vessel. Designing, rigging, and racing of 18-foot sailboats.

SOUTHERBY PROD. 1968

Fish Is Fish (LSL) 5 min. p

In this Leo Lionni story two little fish are inseparable friends until one becomes a tadpole. The other fish tries to follow his friend into the outside world but finally has to agree that "Frogs are frogs and fish is fish!"

DISTRIBUTION 16 1985

Friendship and Cooperation (LSL) 16 min. p,el,jh

The first part of the series FREE TO BE...YOU AND ME, illustrates the following principles: cooperation, selfishness, friendship, communication and loneliness.

CRM/MCGRAW HILL 1974

Frog and Toad Are Friends (LSL) 17 min. p,el

The five short stories in this film, Spring, The Story, The Lost Button, A Swim and The Letter are told with the same dry amusement that makes Arnold Lobel's books a delight to adults as well as children.

CHURCHILL FILMS 1985

Frog and Toad Together (LSL) 16 min. p,el

Reluctant seeds, scrumptious cookies, an exercise in bravery and a pompous dream are the ingredients of four stories that illustrate the importance of patience, trust, willpower, and above all friendship. Author Arnold Lobel's loyal ever practical Frog and curmudgeonly Toad spring to life in this film, sure to become a classic.

CHURCHILL FILMS 1987

The Ghost Belonged To Me (LSL) 11 min. el,jh

A riveting story about Alexander Arnsworth and his ghostly encounter with a girl who comes to haunt him. Students will learn about self trust and holding to one's own convictions--even in the face of ridicule by others. From the book by Richard Peck.

CORONET/MTI 1980

The Ghost Of Thomas Kempe (LSL) 48 min. jh,sh

James Harrison unwittingly releases a mischief-loving ghost from an antique bottle. The ghost involves James in a series of pranks, and only when the ghost is laid to rest can James relax. Adapted from the novel by Penelope Lively.

CORONET/MTI 1979

Ghosts and Ghoulies (Jef) 20 min. el

A gang of children find an abandoned house and use it to initiate new gang members. Spooky characters, screams, groans, crashes all contribute to the fun. From the Magnificent 6½ series.

STERLING EDUCATIONAL FILMS 1970

Gold! (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 59 min. jh,sh,a

Learn how gold is mined and how it affects our daily lives and the economies of nations.

NATIONAL GEOGRAPHIC EDUCATIONAL SERVICES 1979

The Gold Bug (LSL) 43 min. jh,sh,a

A young boy on a supposedly deserted island finds a gold bug and an old piece of paper containing a secret code. He then encounters an old man and his towering mute servant, who are searching for Captain Kidd's buried treasure. Based on the story by Edgar Allen Poe.

CORONET/MTI 1980

The Golden Deer (A Tale of India) (LSL) 10 min. p,el

When the fabled golden singing deer is captured for the royal princess, everyone realizes that the reward is greater when the deer is freed.

CORONET/MTI 1974

The Golden Fish (LSL) 20 min. gen

The unnarrated story of a boy's love for the goldfish which he wins at a carnival. Once home the goldfish accidentally jumps out of the bowl and is menaced by a black cat who after a while tosses the fish back into its bowl.

COLUMBIA PICTURES 1959

Great Barrier Reef (LSL) 20 min. jh,sh,a

Discovered in 1770, the Great Barrier Reef is 1,200 miles long and stretches around the northeast corner of Australia. Research on marine and bird life of the coral islands continues and aids in understanding the area's ecology.

JOURNAL FILMS 1978

The Green Sea Turtle (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 21 min. gen

The Calypso divers trace the life cycle of the 400 pound green sea turtles and explore the mystery of the primitive, eternal stirring which brings them on their yearly journey to the shores of Europe. Jacques Cousteau and his scientists record the green sea turtles' incredible 1,000 mile migration to lay their eggs, their precarious emergence at birth, and unending struggle for survival.

CHURCHILL FILMS 1970

Gulliver's Travels (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 84 min. jh,sh,a

A delightful version of Gulliver's experiences with the Lilliputians, shot in live action. Animated characters were drawn and photographed over the live action which creates a most unusual three dimensional quality.

LUCERNE 1980

Gulliver's Travels (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 77 min. gen

An animated feature of Jonathan Swift's Gulliver's Travels.

NATIONAL FILM AND VIDEO CENTER 1939

Harry, the Dirty Dog (LSL) 18 min. p,el

Based on the well known children's book by Gene Zion, this film faithfully recreates the story of Harry, a white dog with black spots who encounters a series of dirt-filled misadventures that transform him into a black dog with white spots.

BARR FILMS 1987

The Hobbit (LSL and Jef) 78 min. gen

An animated adaptation of the book by J. R. R. Tolkien. Describes the adventures of Bilbo Baggins and 13 dwarfs when they try to regain the treasure stolen by Smaug, the terrible dragon.

ZEROX FILMS 1977

How the Whale Got His Throat (LSL) 8 min. p,el

Based on Rudyard Kipling's story, the whale gets its sieve-like throat when he swallows a fisherman and his raft, and the raft ends up lodged in his throat.

LEARNING CORPORATION OF AMERICA 1970

How the Whale Got His Throat (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 11 min. el

Once there was a whale which ate fishes, until the only fish left hid behind the whale's ear and said "Have you tasted Man?" But when the whale swallowed a shipwrecked sailor, he made such a racket that the whale offered to take him home if he would come out.

CORONET/MTI 1983

Hurricane Below (Jef) 14 min. sh,a

Shows how NASA provides early weather warning data from space observations to reduce casualties and property loss from hurricanes, floods, tornadoes, earthquakes, and other natural disasters. Rediscovery series.

NATIONAL AUDIOVISUAL CENTER 1974

I Know an Old Lady Who Swallowed a Fly (LSL) 6 min. p,el

(poor condition)

Burl Ives sings this familiar folk song. A little old lady swallows a succession of animals each to eliminate the preceding one.

INTERNATIONAL FILM BUREAU 1966

In Search of Hurricanes (Jef) 24 min. gen

An account of hurricane research, accompanied by evidence of the devastating effects of past storms in Mississippi and Miami. In Search Of series.

PYRAMID FILMS 1978

The Incredible Schooner (LSL) 19 min. sh,a

The first America's Cup Race in 1851 pitted the schooner "America" against an entire British fleet. This memorable yacht race is authentically re-created along with the events which led up to the historical occasion.

PARAMOUNT OXFORD FILMS 1975

The Island of the Blue Dolphins (LSL) 20 min. el,jh,sh

An excerpt from the feature motion picture based on Scott O'Dell's story of the adventures of Karana, an Indian girl who, along with her younger brother, must face survival alone on a remote Pacific island.

INDIANA STATE UNIVERSITY 1966

It's Mine (LSL) 5 min. p

In this animated version of the Leo Lionni book three frogs, clinging to a rock, learn the value of friendship and cooperation.

DISTRIBUTION 16 1985

It's Mine (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 5 min. p,el

When a flood hits Rainbow Pond, three quarrelsome frogs, never willing to cooperate, find themselves clinging together on a rock. Based on the book by Leo Lionni.

LUCERNE 1985

Jack and the Beanstalk (LSL) 16 min. sh,a

A dramatization of the classic tale performed by the Peppermint Players of the Children's Repertory Theater Company.

CRM/MCGRAW-HILL 1966

James Thurber's The Night the Ghost Got In (LSL and Jef) 16 min. el,sh,jh,sh,a

Imagination and a tendency to jump to conclusions make for a hilarious chain of events. A wonderful dramatization of the Thurber story to be enjoyed by all.

PHOENIX FILMS 1976

John Tabor's Ride (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 15 min. p,el

A Nantucket whaling man is shipwrecked on an island and is rescued by an old man who takes him on the back of a whale to explore the Coral Sea and the Bay of Bengal, across the Atlantic, and around the Cape of Good Hope. Based on the story by Blair Kent.

CRM/MCGRAW-HILL 1968

Jonah and the Great Fish (LSL) 6 min. p,el

With a sensitive reading by Neal Innes, and strikingly dramatic orchestral score, one of the Bible's best known stories is beautifully retold.

THE STUDIOS 1987

Kidnapped (LSL) 28 min. jh,sh,a

This thrilling film version of David Bolfour's heroic attempts to reclaim him inherited property will inspire students to read Stevenson's original literary classic for themselves.

WALT DISNEY EDUCATIONAL MEDIA 1960

The Last Vikings (Jef) 52 min. jh,sh,a

The Scandinavians of ten centuries past were pirates and plunderers and fearless sailors; they were the Vikings. Today their descendants are still masters of the sea. While technology has mechanized many of their pursuits, the culture and way of life of these Scandinavians have changed very little.

NATIONAL GEOGRAPHIC EDUCATIONAL SERVICES FILMS 1972

The Legend of Lake Titicaca (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 52 min. jh,sh,a

Cousteau's divers investigate the lake's legend of Inca treasure.

CHURCHILL FILMS 1971

Little Blue and Little Yellow (LSL) 10 min. p,el

Based on the book of the same title by Leo Lionni. Two little abstract figures, one blue and one yellow, are extremely close friends. When they hug each other, they turn green, which causes problems of family identification.

CRM/MCGRAW-HILL 1961

The Little Mermaid (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 25 min. el

Presents Hans Christian Andersen's fairy story about a little mermaid and her love for a prince.

PYRAMID FILMS 1974

Lollipop Opera (LSL) 9 min. p,el (poor condition)

Well known children's writer Don Freeman presents a delightful combination of animation and live action to tell the story of a little boy's visit to the barber shop. Based on MOP TOP, with music from "The Barber of Seville."

PYRAMID FILMS 1971

Look To the Sun (LSL) 12 min. jh,sh,a

Solar heat can be an alternative to our present means of heating. Shows how a solar collector works and demonstrates the various elements involved in solar heating--research, education, business, and construction.

LA ENERGY RESEARCH AND DEVELOPMENT FUND 1977

Martin and Gaston (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 12 min. p,el

The tale of two small but fearless boys who set out to sea meeting with all sorts of adventures: storms and shipwreck, cannibals and pirates before they return home to a heroes' welcome.

FILMS, INC. 1972

The Monkey's Paw (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 19 min. jh,sh,a

Horrified, yet fascinated, by the power of a mysterious monkey's paw, an older couple who are faced with guilt and remorse over the death of their son wish him back from the grave. Adapted from W. W. Jacob's classic story.

PHOENIX FILMS 1978

Mr. Frog Went A-Courting (LSL) 5 min. p,el

Mr. Frog courts and marries Miss Mouse to the strains of the folk song. Note--the entire wedding party is swallowed by a giant snake at the end of the film.

NATIONAL FILM BOARD OF CANADA 1974

Mysteries of the Deep (LSL) 24 min. gen

A fascinating study of life in the mysterious deep water. Depicts the struggle for survival of the many strange and different creatures who inhabit this region. Among the amazingly and beautifully photographed scenes are the miracle of the dolphin and the sea horse.

WALT DISNEY EDUCATIONAL MEDIA 1961

Mysterious Island (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 101 min. jh,sh,a
Stars Michael Craig and Joan Greenwood in Jules Verne's story of castaways on a Pacific island prowled by inconceivable terrors of a fierce new animal world.
TIME-LIFE MULTI-MEDIA 1961

Noah's Animals (LSL) 25 min. p,el
An animated cartoon depicting the lives of Noah and his animals during the flood. After forty days of rain and water, the animals lose hope, but the returning dove shows that life will continue on earth. A funny, warm film. Part 1 of a 3 part series.
LUCERNE 1977

The Octopus (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 12 min. gen
Takes the myth out of the monster by showing us what an octopus really is: the most intelligent of all invertebrates, harmless to humans, and the possessor of sophisticated survival techniques.
TIME-LIFE MULTI-MEDIA 1976

Paddle-to-the Sea (Jef) 28 min. el,jh
A children's Odyssey--the journey of a hand-carved toy canoeman from Canada's northern forest downstream to the distant sea. From the story of the same name by Holling C. Holling.
NATIONAL FILM BOARD OF CANADA 1967

Peter and the Wolf (LSL) 28 min. gen
Prokiev's "Peter and the Wolf" is brought to life featuring live people and real animals in a colorful, turn-of-the-century American setting. Ray Bolger is the story teller and introduces the characters as the Santa Cruz Orchestra performs sunlit forest glade.
PYRAMID FILMS 1981

A Pretty Kettle of Fish (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 20 min. p,el
A little French girl is thwarted by twin brothers on her fishing expedition, but a young gypsy musician comes to her aid. Beautiful setting and enticing music with enough action and mischief to interest youngsters.
PHOENIX FILMS 1972

Puff the Magic Dragon (LSL) 24 min. el
When doctors despair of ever curing Jackie of his shyness, Puff takes him on an incredible journey to the land of Hona Lee. Eventually, Jackie makes contact with the world again so he no longer needs to retreat into the world of his imagination to cover his shyness.
CORONET/MTI 1984

Rumpelstiltskin (LSL) 17 min. p,el
A dramatization of this fairy tale performed by the Peppermint Players of the Children's Repertory Theater Company.
CRM/MCGRAW-HILL 1967

Sand Castle (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 13 min. gen
An enchanting animation pictures little sand creatures magically constructing a sand castle. When the wind blows everything away, it is not so much an end as an opportunity for the joy of rebuilding.
NATIONAL FILM BOARD OF CANADA 1977

Sandsong (Jef) 20 min. gen
A sculptor goes to the beach as the tide is going out. Using only a shovel, a putty knife, a frisbee and his hands, he builds a huge, magnificent sand castle. Fascinating film that makes the viewer want to go out and build one too.
WOMBAT PRODUCTIONS, INC. 1980

Santiago's Ark (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 47 min. el,jh
Two young boys are inspired by a library book to build a boat on the roof top. A wonderfully warm story of ghetto life.
CAROUSEL FILMS 1972

Sea Creatures (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 12 min. gen
We witness an unusual parade in the lower depths: zebra-striped fish strut past; crabs scuttle and scrape about; neon lavender jellyfish and frilly sea maidens sway gracefully by; spiny sea urchins; and floating snakes, all accompanied by the slow glide of the giant manta ray overhead.
PHOENIX FILMS 1974

Sea Dream (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 6 min. el
Animated tale of a little girl who dreams she dives into the sea and has tea with a green octopus.
PHOENIX FILMS 1980

Sea Sorcery (LSL) 15 min. gen
The camera follows a lone diver in a leisurely exploration of the exotic Caribbean waters of Grand Cayman, British West Indies. A beautiful slow moving nature study of undersea caves and many fishes--barracuda, stingray, a school of anchovies, porcupine fish, etc.
CONTEMPORARY FILMS, INC. 1970

See (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 12 min. gen
Exotic, colorful, and comic fish are the feature of this beautifully photographed underwater film.
PHOENIX FILMS 1975

The Seventh Voyage Of Sinbad (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 89 min. gen
Stars Kerwin Mathews as Sinbad, the famous wanderer, sailing for the Isle of Collossa to obtain a fragment of the roc's eggshell which is needed by the magician for a brew to restore Princess Parisa who has been reduced to thumb-size by black magic.
TIME-LIFE MULTI-MEDIA 1958

Shark! (LSL) 29 min. jh,sh,a
Robert Benchley narrates this documentary of his search for the great white shark off Australia's Great Barrier Reef.
LEARNING CORPORATION OF AMERICA 1975

Solar Energy: How It Works (LSL) 15 min. el,jh
Clear, sequential explanations are offered concerning the why and how of using solar energy directly. Simple experiments are performed and explained step-by-step by children. Presents commercial applications, the need for proper design in buildings and present limitations as hopes and challenges for the future.
LA ENERGY RESEARCH AND DEVELOPMENT FUND 1980

Solar Energy: Unlimited Power (LSL) 13 min. jh,sh,a
An examination of this inexhaustible and non-polluting source of energy--how it is created, how it can be effectively used with the technology available today.
LA ENERGY RESEARCH AND DEVELOPMENT FUND 1977

Something Wicked This Way Comes (LSL) 31 min. jh,sh,a
How much would you be willing to pay to have your deepest darkest desires come true? When a stranger known as Mr. Dark brings his traveling carnival to a small town, the task of saving family and friends from its destructive clutches falls on the unlikely shoulders of the town librarian. A chilling look at the dark side of human nature--and the touching triumph of good over evil. Adapted from the novel by Ray Bradbury.
WALT DISNEY EDUCATIONAL MEDIA 1983

Starfish (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 10 min. gen
A look at the starfish, how it moves, eats, and regenerates lost limbs.
ACI FILMS 1972

The Stolen Necklace (LSL) 8 min. p,el
Presents a tale from India about a pearl necklace which is stolen from a princess by a monkey. Based on the book by Anne Rockwell.
ACI FILMS 1971

Storm Boy (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 30 min. el
This adventure about an Australian boy who learns about life from an adopted pelican, an aborigine, and his widowed father, is based on Colin Thiele's novel. We see people who have rejected the comfort and constraints of civilization to live in isolation. Storm Boy feels rejected and runs away. His father and the aborigine convince him to return, but there he faces the death of his pet pelican. He must make a decision whether to live in isolation or go to school.
LEARNING CORPORATION OF AMERICA 1976

The Stowaway (LSL and Jef) 15 min. el,jh
The "Jean Francis", a bluenose fishing schooner, and a 13 year old boy who stows away on it, are the subject of this adventure story complete with the thrills of deep-sea fishing in the Grand Banks off the coast of Newfoundland.
INTERSTATE SCHOOL SUPPLIES 1960

Swimmy (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 6 min. p,el

Swimmy, a tiny fish, manages to outwit the jaws of a hungry tuna while leading the other fish on an exploration of their richly colored underwater world. Based on Leo Lionni's original fable.

LUCERNE 1970

Swiss Family Robinson (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 27 min. gen

Join the Robinson family from the story by Johann Wyss as they survive the wreck of a 19th century sailing vessel.

WALT DISNEY EDUCATIONAL MEDIA 1960

Teeny-Tiny and the Witch Woman (LSL) 14 min. el,jh

A Turkish folktale featuring Teeny-Tiny and his two older brothers who venture too far into a forest inhabited by an evil witch-woman. Only Teeny-Tiny's ingenuity saves his brothers from the witch-woman's designs. Based on the book by Barbara Walker.

WESTON WOODS FILMS 1980

There's a Nightmare In My Closet (LSL) 14 min. p,el

Explores a child's most common fears in an entirely entertaining manner. This film will appeal not only to children but to everyone whose imagination turned their bedroom into a scary place once the lights went out. Based on the book by Mercer Mayer.

PHOENIX FILMS 1987

Those Incredible Diving Machines (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 22 min. gen

Jacques Cousteau graphically traces man's historic attempts to probe the ocean's depths, from Alexander the Great's glass diving barrel in the third century B.C. and primitive nineteenth century diving suits to the development of modern aqualungs and mini-subs.

CHURCHILL FILMS 1971

Time Flies (Jef) 16 min. el

The magnificent 6½ gang goes on a map-reading and becomes completely lost. A seafarer gives them a compass bearing, and assures them that if they follow the compass they can't go wrong.

LUCERNE 1972

Time Of Wonder (LSL and Jef) 13 min. p,el

Delightful story by Robert McCloskey about a summer on an island in Maine.

WESTON WOOD FILMS 1961

Treasure! (Jef) 59 min. jh,sh,a

Sign on with Mei Fisher and his crew. Off the Florida Keys you'll search for millions in gold and silver that sank when a hurricane seized a Spanish galleon, the Atocha, in 1622. Watch tenacious treasure hunters hoist a bronze cannon from cobalt-blue waters. Find a Spanish fortune lost centuries ago somewhere in the sea.

NATIONAL GEOGRAPHIC EDUCATIONAL SERVICES FILMS 1976

Treasure Island (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 40 min. el,jh,sh,a
Classic version of Stevenson's tale about pirates, the Spanish Main buried treasure, sailing ships, fighting men, and open sea.
FILMS, INC. 1934

Treasure of the Grotoceans (LSL) 16 min. p,el
Octopus-like puppets cut out of foam rubber are the central characters in this delightful underwater fantasy. Two Grotoceans sent on a special mission find all kinds of surprises awaiting them as they roam the sea in search in treasure.
NATIONAL FILM BOARD OF CANADA 1980

20,000 Leagues Under the Sea (LSL and Jef) 27 min. el,jh
An adaptation of the Disney version of the Jules Verne adventure tale in which a scientific expedition is sent out to discover the secret of a mysterious sea monster and finds an evil genius in the depths of the ocean.
WALT DISNEY EDUCATIONAL MEDIA 1954

Undercurrents (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 12 min. jh,sh,a
Filmed entirely undersea, the film is a beautiful photographic essay. The producer has matched sounds with the movements of the particular subject.
PHOENIX FILMS 1973

Up the Creek (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 14 min. el
Desperate to hit the high seas, the magnificent 6½ gang offers to clean up the local boatyard in return for the use of a boat. The sneaky owner thinks he's giving away an unseaworthy tub, but in the hands of the gang it becomes a fast craft.
LUCERNE 1972

Urashima Taro (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 12 min. el
This Japanese folktale is about a poor fisherman, Urashima, who kindly saves a sea turtle and is rewarded by the turtle's mother with a gift of a palace at the bottom of the sea. When he returns home, he receives a box as a parting gift which must not be opened. What happens when Urashima opens the box?
BARR FILMS 1979

Voyage of Odysseus (Jef) 27 min. jh,sh,a
The voyage section of Homer's classic tale is retold by the voice of a muse, Julie Harris, who recalls the essence of the adventure. A remarkable visual experience that captures the mythic quality of the ancient story.
CHURCHILL FILMS 1982

Voyages of Sinbad the Sailor: Part 1 - The Princess and the Pearl (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 15 min. el
This tale from "The Arabian Nights" depicts Sinbad shipwrecked in a storm at sea and his meeting with a magic fish who gives Sinbad a string of

precious pearls for sparing his life. But when the Sultan's palace is robbed, Sinbad is accused of having stolen the pearls. He is saved by the Sultan's daughter and the tale ends happily as he gains acceptance into the Sultan's court.
LEARNING CORPORATION OF AMERICA 1973

Voyages of Sinbad the Sailor: Part 2 - The Roc Bird and the Rescue (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 15 min. el
An exciting adventure from "One Thousand and One Arabian Nights" is recreated in this animated film. A parrot helps Sinbad escape from the Sultan's palace, where he has been condemned to death for daring to love the Sultan's daughter. But Sinbad falls into the clutches of the monstrous roc bird and winds up on an island where he must transport a strange old man on his back. A quirk of fate frees him and he sets off to sea with some new-found friends.
LEARNING CORPORATION OF AMERICA 1973

Watcher In the Woods (LSL) 25 min. jh,sh,a
When a teenage girl and her family move into a picturesque old English estate, the girl immediately senses a strange and powerful presence. The eccentric caretaker takes an interest in her and later reveals that her own daughter mysteriously disappeared years before. Suspense and excitement build as the girl begins to piece together clues to solve a haunting mystery. From the novel by Florence Engle Randall.
WALT DISNEY EDUCATIONAL MEDIA 1983

Whales, Dolphins and Men (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 51 min. jh,sh,a
Outstanding documentary on ocean dwelling mammals, presenting the results of numerous scientific experiments to prove the remarkable intelligence of dolphins and whales; including their ability to communicate with one another and think abstractly. Concludes that, aside from human beings, whales are the most intelligent form of life on earth.
TIME-LIFE MULTI-MEDIA 1973

Where the Wild Things Are (LSL) 8 min. p,el
Maurice Sendak's story of the wild things who roar their terrible roars and gnash their terrible teeth and roll their terrible eyes and show their claws.
WESTON WOODS FILMS 1975

The White Seal (Not available from LSL or Jef - You may contact film producer to inquire about rental prices.) 26 min. el
The exploits of Kotick, the white seal, amuse and instruct as he searches for a safe place to live in the Bering Sea. Kipling's masterful denunciation of seal hunting is narrated by Roddy McDowell, with music from Beethoven's Sixth Symphony.
LUCERNE 1976

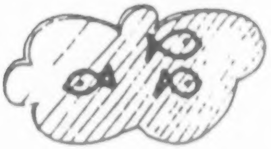
Wilbur's Story (LSL) 15 min. gen
Presents an episode from E. B. White's book "Charlotte's Web" in which a pig named Wilbur is saved from the sausage grinder by his literate friend, a spider named Charlotte, who schemes to save him by weaving words of praise into her web.
FILMS, INC. 1976

Winter of the Witch (LSL and Jef) 26 min. p,el
A haunted house, a witch, and pancakes that make you laugh are the fantastic ingredients in this story about real people in a modern-day setting. Hermione Gingold, perfectly cast an an eccentric witch, gives a suspenseful performance. Based on "Old Black Witch" by Wende and Harry Devlin.

The Witch Who Was Afraid Of Witches (LSL) 12 min. p,el
Wendy, the youngest witch in her family, has the weakest witch power until Halloween when she magically discovers special powers.
LEARNING CORPORATION OF AMERICA 1979

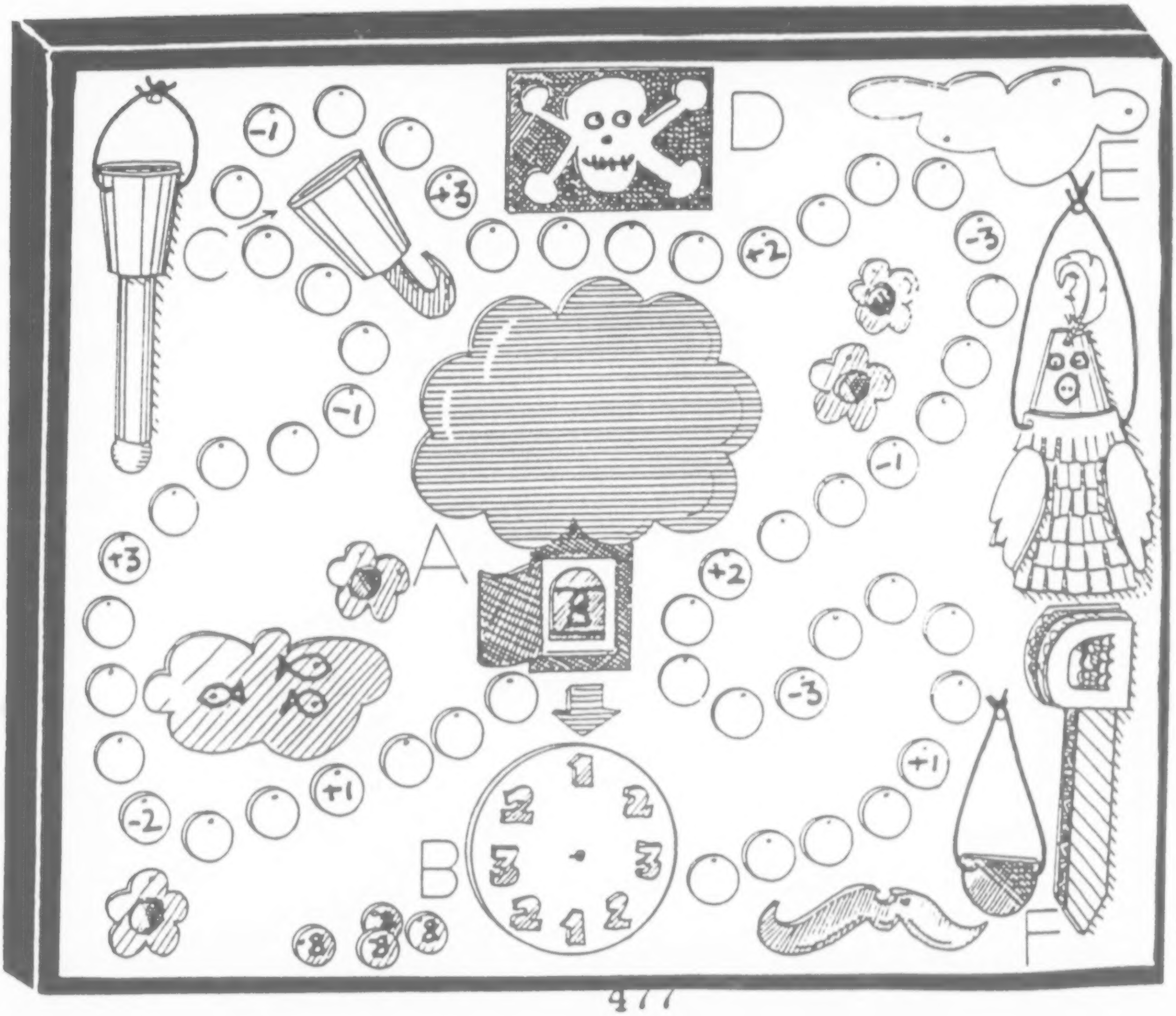
The Wonder of Dolphins (LSL and Jef) 11 min. gen
Documents some of the extraordinary attributes of dolphins, including their ability to communicate with each other through high frequency sounds. Introduces a baby dolphin, and explains how it is nourished and protected by its mother. Also includes an expedition of young people who make friends with dolphins using underwater musical instruments.
CENTRON EDUCATIONAL FILMS 1980

ADVENTUROUS TREASURE HUNT



Pirates sailed the world looking for and hiding treasures of precious jewels. The only way anyone could discover these hiding places was to find the treasure map. Step by step, it detailed the obstacle course you would have to take before you might discover the world's riches. Now turn your board into an exciting hunting ground for lost booty!

With thanks to the South Carolina Summer Reading Program Manual 1989.

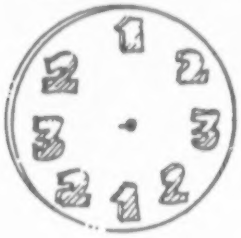


TREASURE HUNT GAME

PREPARING THE BOARD

1. Cut a large paper tree from green and brown construction paper.
2. Draw a door shape on the trunk and cut it open on three sides. Fold along the fourth side.
3. Tack the tree to the center of the bulletin board.
4. Cut out a paper treasure chest and tack it inside the door opening. Close the door so that the treasure is hidden.
5. Cut dozens of small circles from colored paper.
6. Tack a trail of circles in a winding pattern all around the board, starting at the bottom center and ending at the tree.
7. On every fourth or fifth circle write a number from 1 to 3 with a plus or minus sign in front of it.
8. Add paper flowers, a pond, and a paper cloud to the board.

SPINNING WHEEL

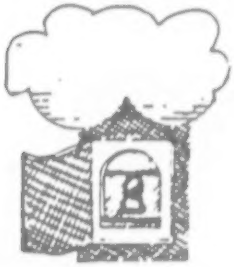


You will be competing with other buccaneers to win the treasure and the game. The spinning wheel will advance you towards the hidden prize.

INSTRUCTIONS FOR MAKING A SPINNING WHEEL

1. Make a large cardboard circle.
2. Make the highest number on the wheel 3.
4. The "pieces of eight," which are playing pieces for the game, are circles cut from yellow paper. Add the number 8 to each.
5. Cut an arrow shape from red paper.
6. Nail the spinning wheel to the center of the bulletin board, through its center. Drive the nail into a support wall behind the board's surface. It should be able to spin freely.
7. Tack the red arrow above the wheel.

HOW TO PLAY THE TREASURE HUNT GAME



To play the game, each player spins the wheel and moves his piece of eight along the path of circles, starting at the bottom center, the number of spaces the arrow is pointing to. If he lands on a circle with a plus or minus number, he has to advance or go back that many circles. The one who reaches the tree first gets to open the door, wins the treasure chest and the game.

With thanks to the South Carolina Summer Reading Program Manual 1989.

TREASURE TOSS *

Materials: A treasure chest (can be bought or made. The treasure can be doubloons, plastic jewels, marbles or coins (can be fake or real, such as pennies.)

Directions: Give each player ten pieces of treasure, which is to be thrown one piece at a time into the treasure chest from a line five feet away. The winner gets the most pieces in the chest. If there is a tie, move the players another foot away and give them five pieces to throw. If the children are different ages, divide them into groups and let there be a winner for each group. Prizes can be the treasure, especially if using pennies.

DIGGING FOR TREASURE *

Materials: Large boxes (one for each team), sawdust (enough to fill each box) teaspoons (one for each team), small "treasures" (one for each player).

Directions: Place "Treasure" in the boxes and cover with sawdust. Divide into teams. Place boxes twenty feet from starting line. Each player, in turn, runs from line to a box and uses a teaspoon to dig out a treasure. When player finds a treasure, he runs back to line and gives the teaspoon to the next player. The first team finishing wins.

*From: A Calendar of Parties. Jack B. and Edith Fellows. Nashville, TN: Broadman Press, 1951. pp. 79, 107.

BOTTLE BAFFLE *

Materials: Bottle filled with doubloons, plastic jewels, gold covered chocolate, chocolate "kisses", marbles, coins (can be fakes or real) or candy (multi-color like jewels).

Directions: Each player guesses the number of pieces of treasure in the bottle. Can guess aloud or write guess on paper. Winner gets treasure.

*From: A Calendar of Parties. Jack B. and Edith Fellows. Nashville, TN: Broadman Press, 1951. pp. 3-4.

HUMAN TREASURE HUNT *

In this hunt, each player finds the items on the "Treasure Map" by talking to the other players. For each item found, put a player's name in the space provided. Each name is worth one point. Have a time limit. Any player filling in all the spaces before the time is up gets extra points. At the end of the hunt, the player with the most points wins. The following is a list of sample questions.

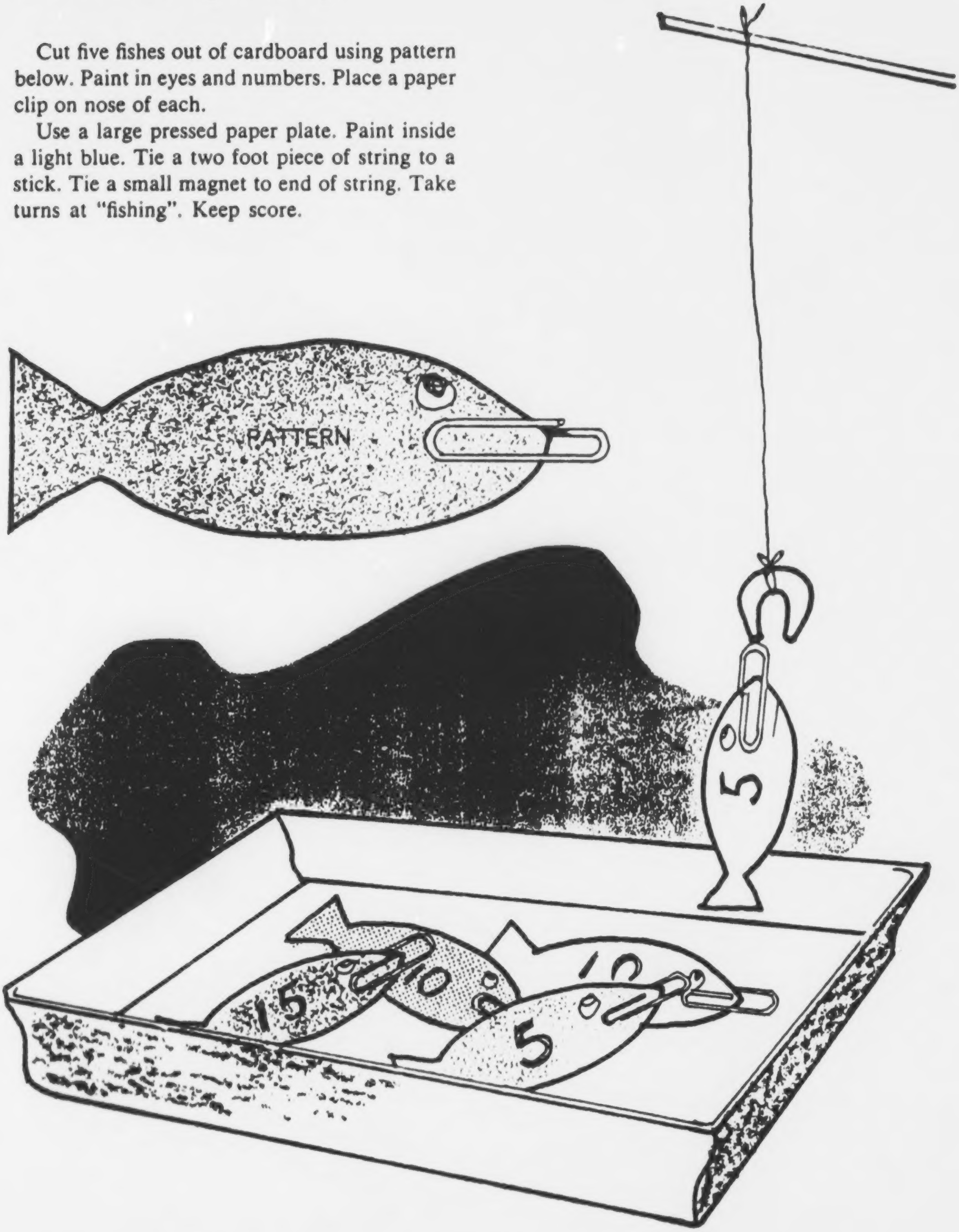
1. Find 4 people wearing sneakers. ____________________, ____________________, ____________________, ____________________.
2. Find 3 people with blond hair. ____________________, ____________________, ____________________.
3. Find 5 people who have read more than 10 books since the summer reading program started. ____________________, ____________________, ____________________, ____________________, ____________________.
4. Find 2 people who drank orange juice for breakfast. ____________________, ____________________.
5. Find someone who likes the same T.V. program that you do. ____________________.
6. Find 4 people who have had a male teacher in school. ____________________, ____________________, ____________________, ____________________.
7. Find someone who likes history. ____________________.
8. Find 2 people who have won a blue ribbon. ____________________, ____________________.
9. Find someone who is an only child. ____________________.
10. Find 4 people wearing white socks. ____________________, ____________________, ____________________, ____________________.
11. Find 3 people wearing jewelry. ____________________, ____________________, ____________________.
12. Find someone who made at least one A during the last school year. ____________________.
13. Find 4 people who like fried chicken. ____________________, ____________________, ____________________, ____________________.
14. Find one person who likes liver. ____________________.
15. Find 3 people who have a baby brother or sister. ____________________, ____________________, ____________________.
16. Find 3 people with blue eyes. ____________________, ____________________, ____________________.

* From: Everybody's guide to non-competitive play: Playfair by Matt Weinstein. San Luis Obispo, CA: Impact Publishers, 1980 pp. 73-77.

Something Fishy

Cut five fishes out of cardboard using pattern below. Paint in eyes and numbers. Place a paper clip on nose of each.

Use a large pressed paper plate. Paint inside a light blue. Tie a two foot piece of string to a stick. Tie a small magnet to end of string. Take turns at "fishing". Keep score.

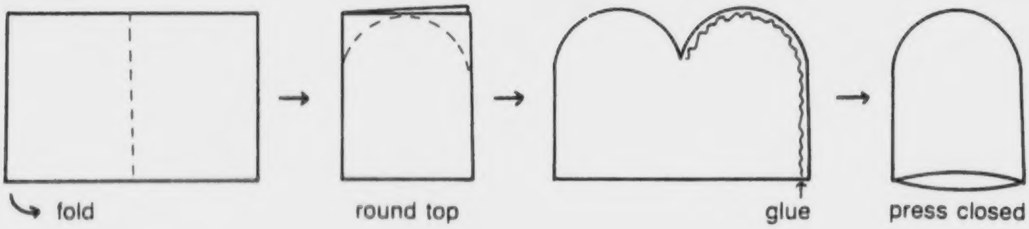


From Cardboard Carpentry by Janet and Alex D'Amato. Copyright (c) 1966 published by Lion Books, Scarsdale, NY 10583.

PUPPETS

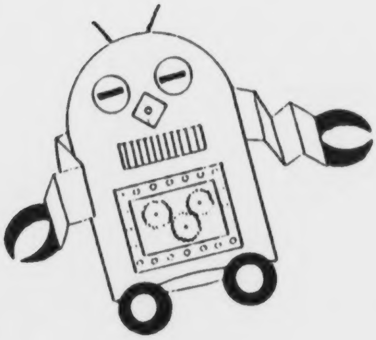
Basic Mitt Puppet Directions

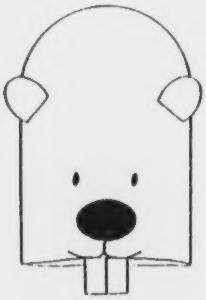
- What you need:
  - — 9" x 12" (22.8 x 30.5cm) construction paper (Color varies according to puppet.)
  - — Glue
- What you do:

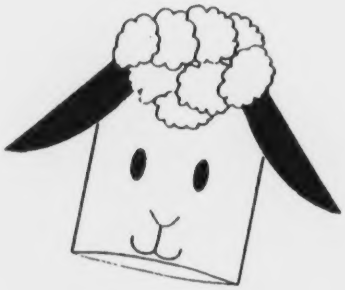


Let the glue dry thoroughly while students make the other puppet parts.

- Materials needed for each puppet:
  - — construction paper
  - — scissors
  - — glue and paste
  - — crayons or felt markers
- Use your imagination. Add other extras to make the puppets sparkle:
  - — buttons
  - — cotton balls
  - — broomstraws
  - — pine needles
  - — toothpicks
  - — yarn
  - — roving
  - — raffia
  - — pipe cleaners
  - — feathers
  - — stick-on stars or dots

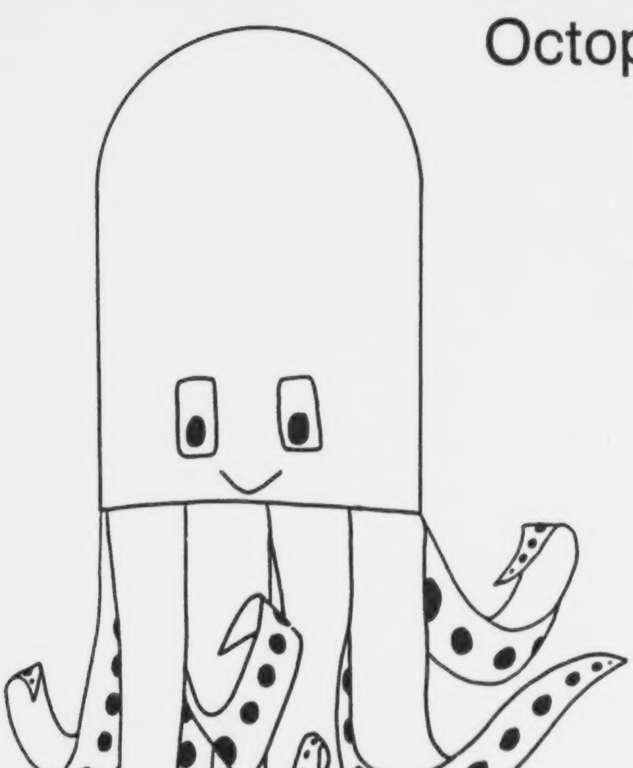






From Paper Mitt Puppets. Copyright (c) 1988 Evan-Moor, Monterey, CA. Toll free: 1-800-777-4362.

Octopus

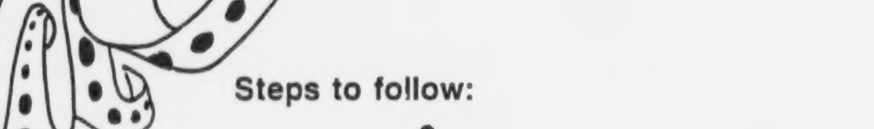


Materials:

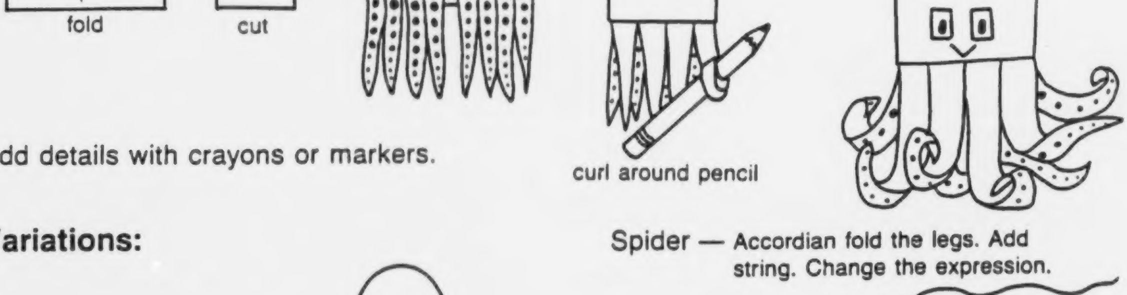
- light green construction paper
  basic mitt puppet — 9'' x 12''
  (22.8 x 30.5cm)
  8 tentacles—each 1½'' x 9''
  (4 x 22.8cm)

Steps to follow:

Make the tentacles:



Make the basic mitt puppet. Paste the tentacles inside before you glue the mitt.

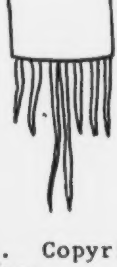


Add details with crayons or markers.

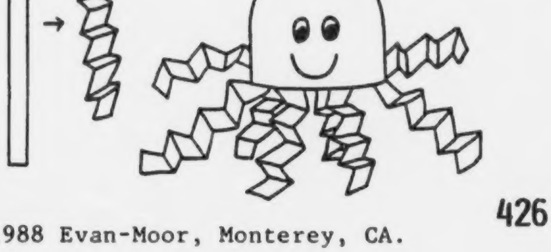
Variations:

Jellyfish —

Use waxed paper to make the mitt and the tentacles. Make the tentacles thinner and vary their lengths.



Spider — Accordian fold the legs. Add string. Change the expression.



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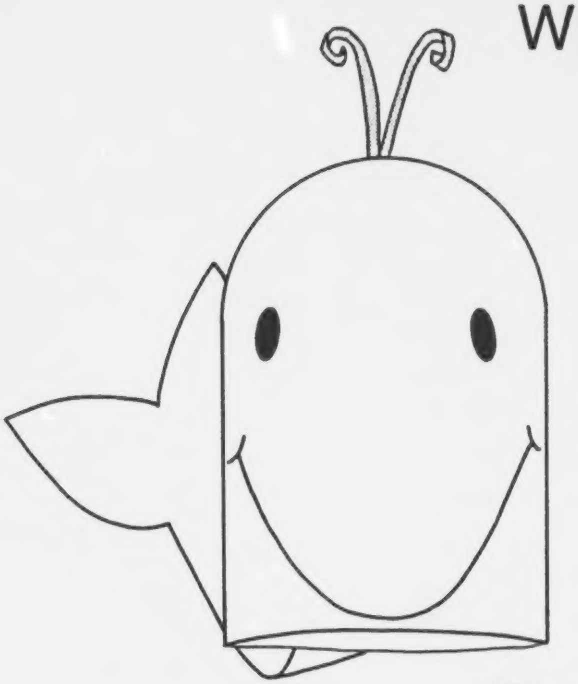
Toll free: 1-800-777-4362.

Whale



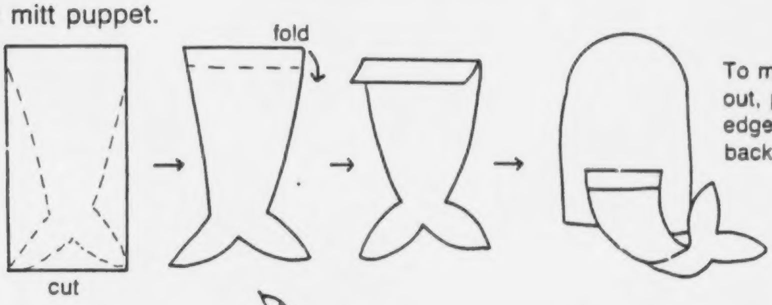
Materials:

- gray or light blue construction paper
  basic mitt puppet — 9" x 12"
  (22.8 x 30.5cm)
  tail—4" x 9" (10 x 22.8cm)
- dark blue construction paper—thin strips for the spout.

Steps to follow:

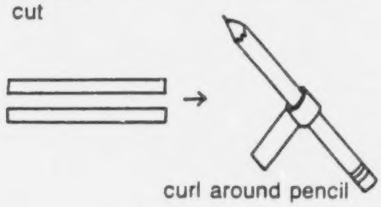
Make the basic mitt puppet.

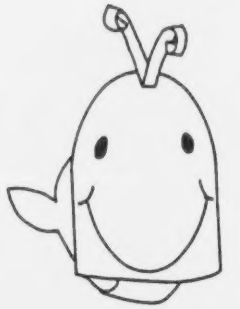
Make the tail:



To make the tail stick out, paste the folded edge of the tail on the back of the mitt.

Make the spout:

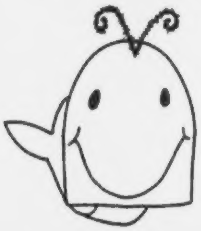




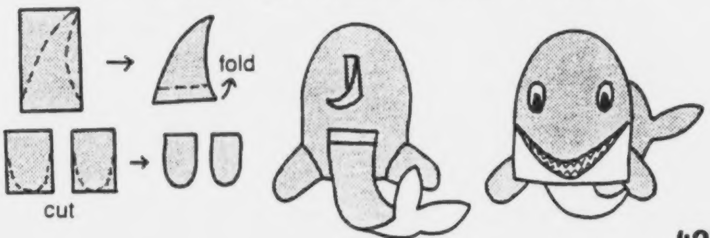
Add details with crayons or markers.

Variations:

Make a pipe cleaner spout.



Orca — Add black markings and fins. Omit the spout.



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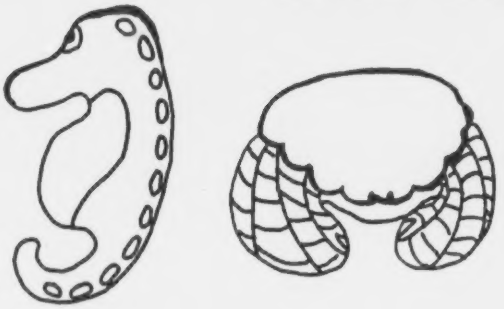
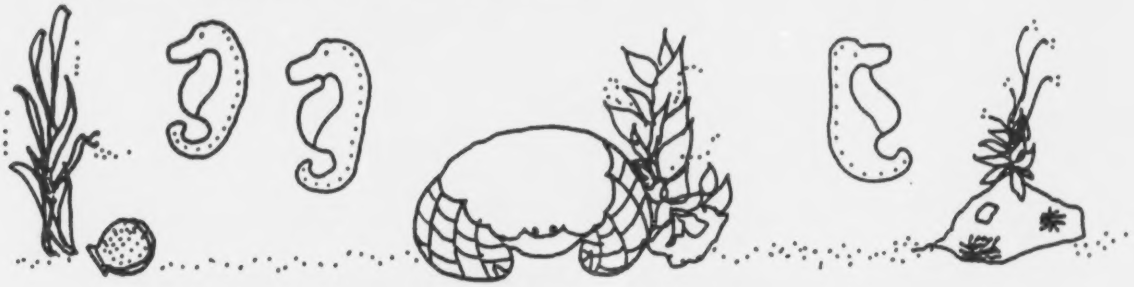
Crab & Seahorse



Making the puppet:

- Color and cut out the seahorse and crab.
- Punch a hole at the spots marked by "X".
- To work the puppets, carefully slip the index and middle fingers through the holes.

Art: Make a puppet theater that is an underwater scene. Paint a butcher paper mural with things you might find underwater. Bring some books to class for the children to look at. Seaweed and rocks should be easy for younger children to paint. After the paint has dried, cut "windows" in the mural. Kids can stand behind the mural and hold puppets up to the openings for impromptu puppet shows.



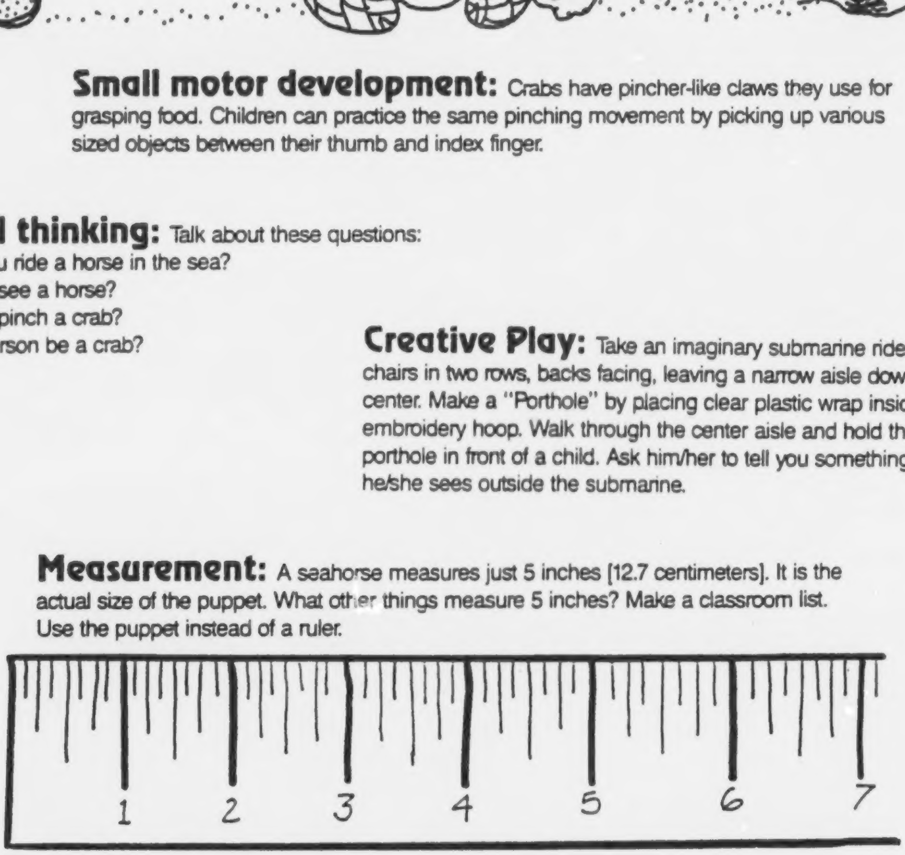
Small motor development: Crabs have pincher-like claws they use for grasping food. Children can practice the same pinching movement by picking up various sized objects between their thumb and index finger.

Logical thinking: Talk about these questions:

- Could you ride a horse in the sea?
- Can you see a horse?
- Can you pinch a crab?
- Can a person be a crab?

Creative Play: Take an imaginary submarine ride. Line chairs in two rows, backs facing, leaving a narrow aisle down the center. Make a "Porthole" by placing clear plastic wrap inside an embroidery hoop. Walk through the center aisle and hold the porthole in front of a child. Ask him/her to tell you something he/she sees outside the submarine.

Measurement: A seahorse measures just 5 inches [12.7 centimeters]. It is the actual size of the puppet. What other things measure 5 inches? Make a classroom list. Use the puppet instead of a ruler.



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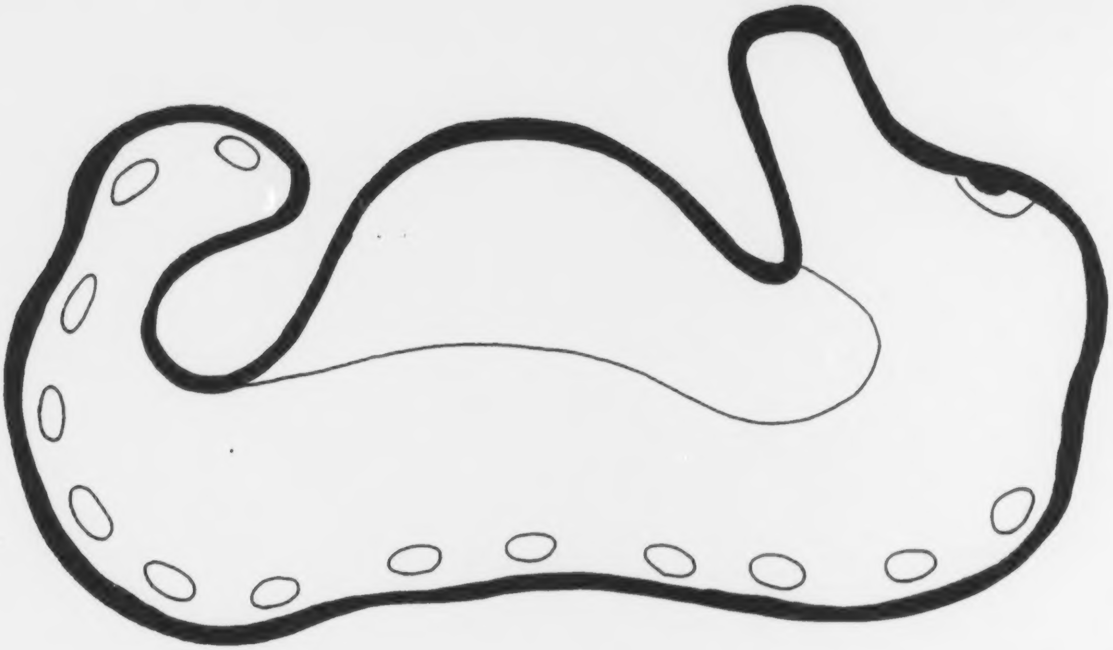

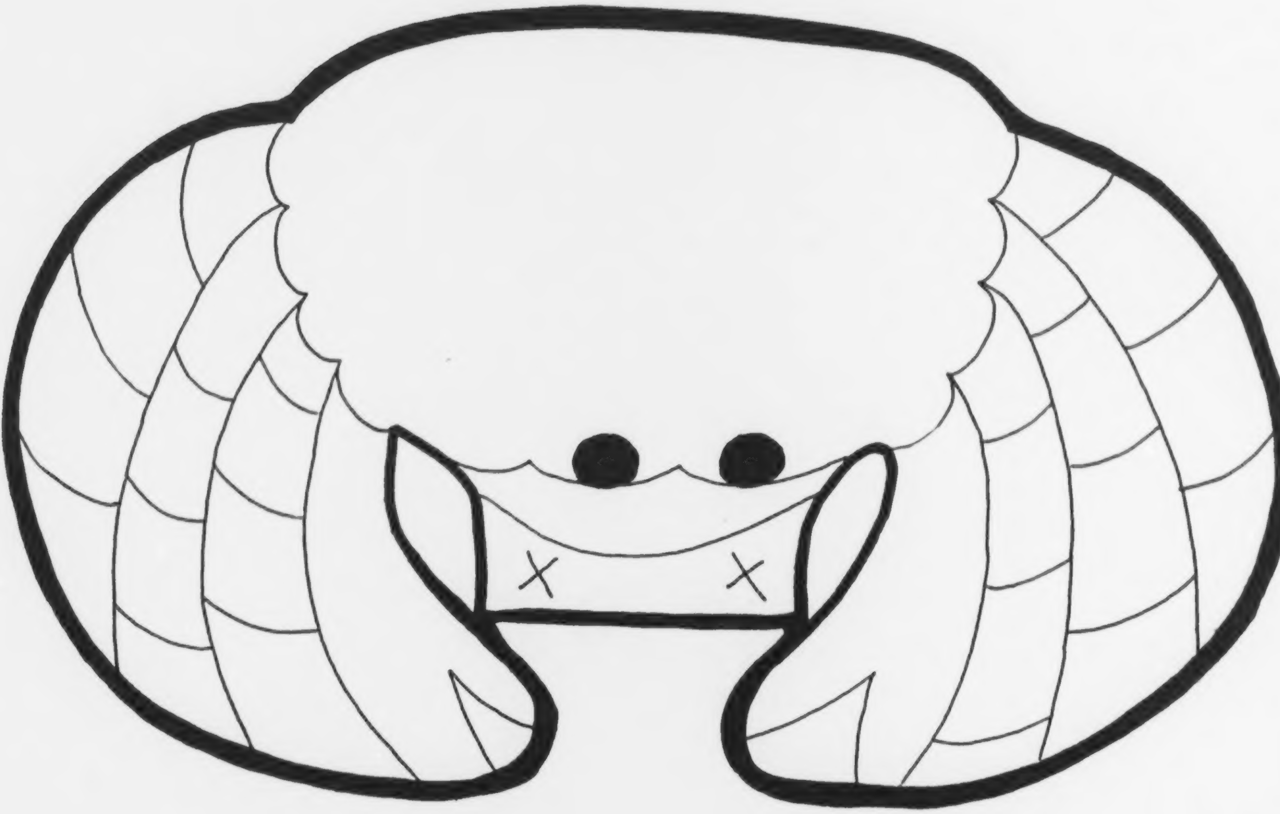

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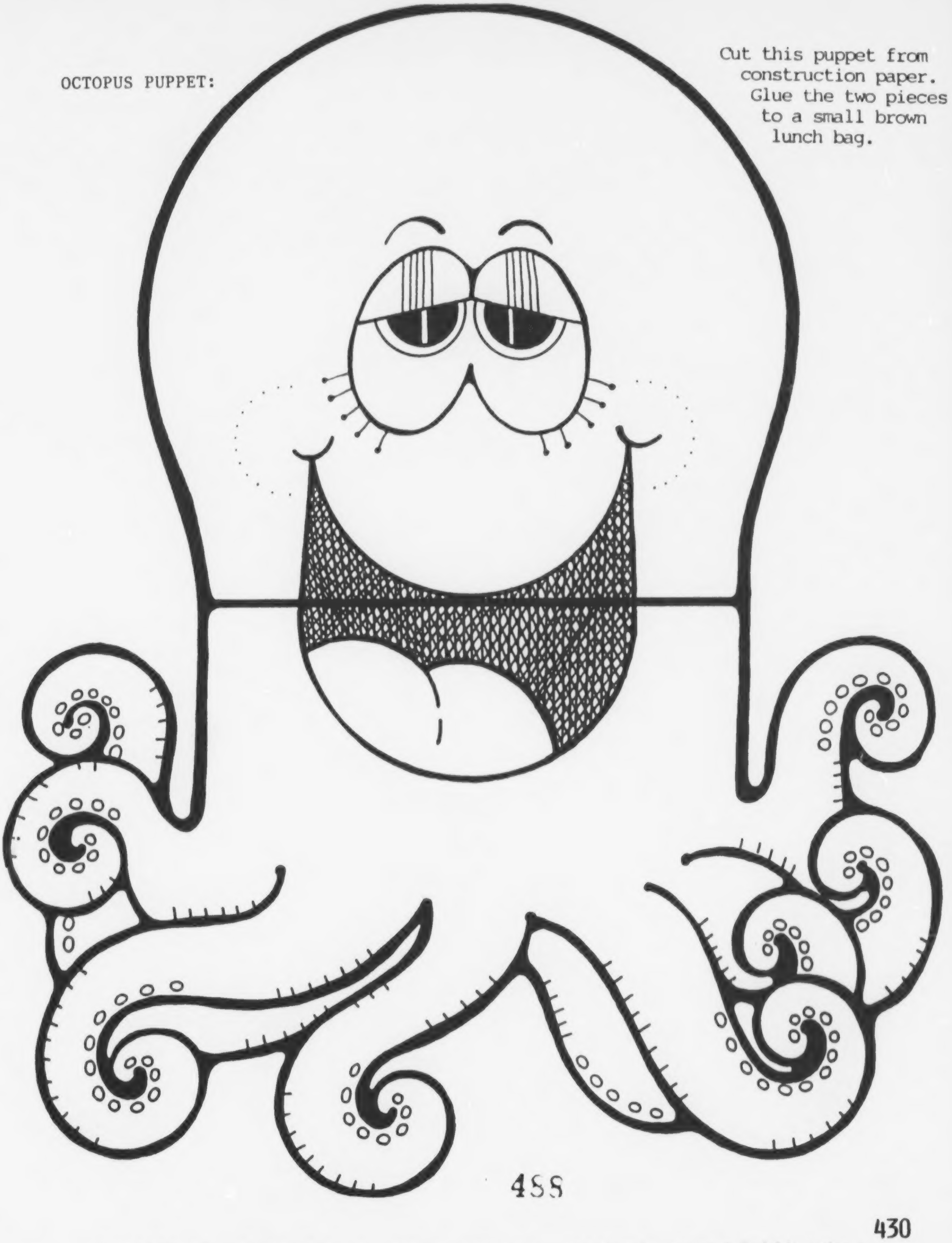
OCTOPUS PUPPET:

Cut this puppet from
construction paper.
Glue the two pieces
to a small brown
lunch bag.



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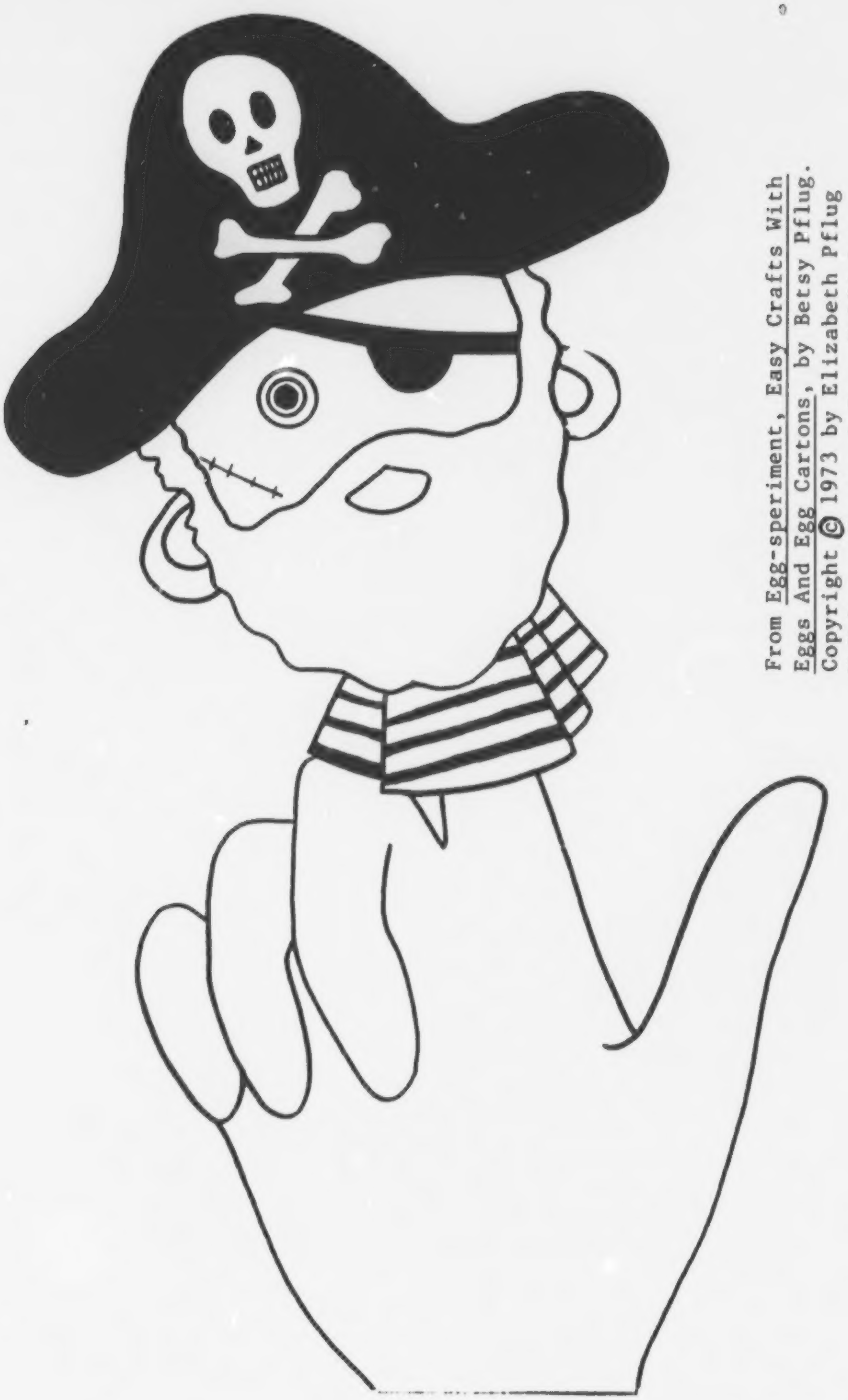
FINGER PUPPETS

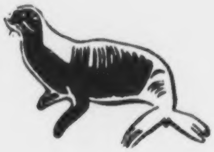


From Egg-speriment, Easy Crafts With Eggs And Egg Cartons, by Betsy Pflug. Copyright © 1973 by Elizabeth Pflug McMahon. Harper & Row, Publishers, Inc., New York, NY.

A blown-out egg shell serves as the head for this pirate finger, puppet. Create his hat, beard, eye patch, and ear rings from construction paper - secure to egg with glue. Draw on the eye and scar with a felt tip pen. Cut the shirt from a stripped disposable dish towel.

Aquatic Animals

Alfie is going on an ocean trip and wants to be able to identify all of the sea animals he sees. Can you help him by drawing a line from each word to the correct sea animal? Now circle each animal that *you* have seen.

D.


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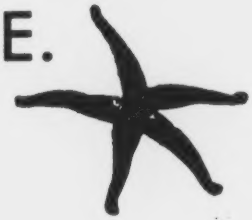

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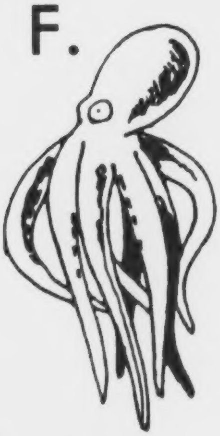
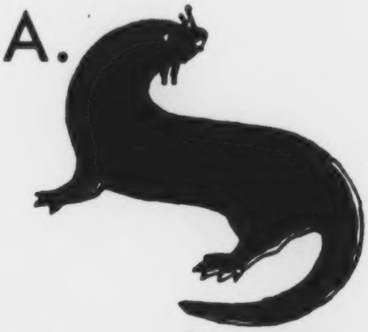


1. crab
2. octopus
3. seal
4. shark
5. sea otter
6. sea horse
7. dolphin
8. starfish
9. eel

A.


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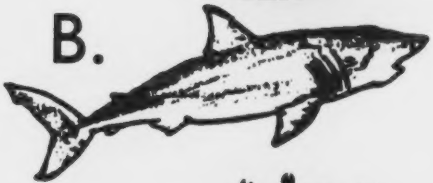

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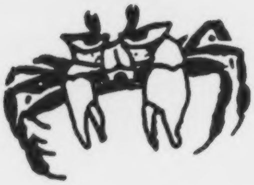
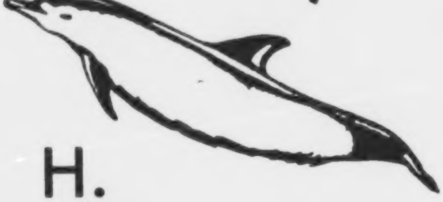
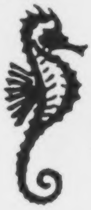
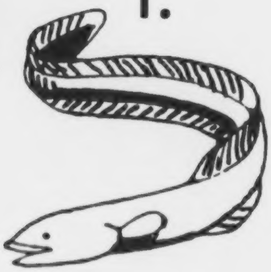


G.


H.


I.


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BLACKBEARD

Have you ever heard of Blackbeard? He was one of the most feared pirates in the West Indies. See how many words of three or more letters you can make from the word **BLACKBEARD**.

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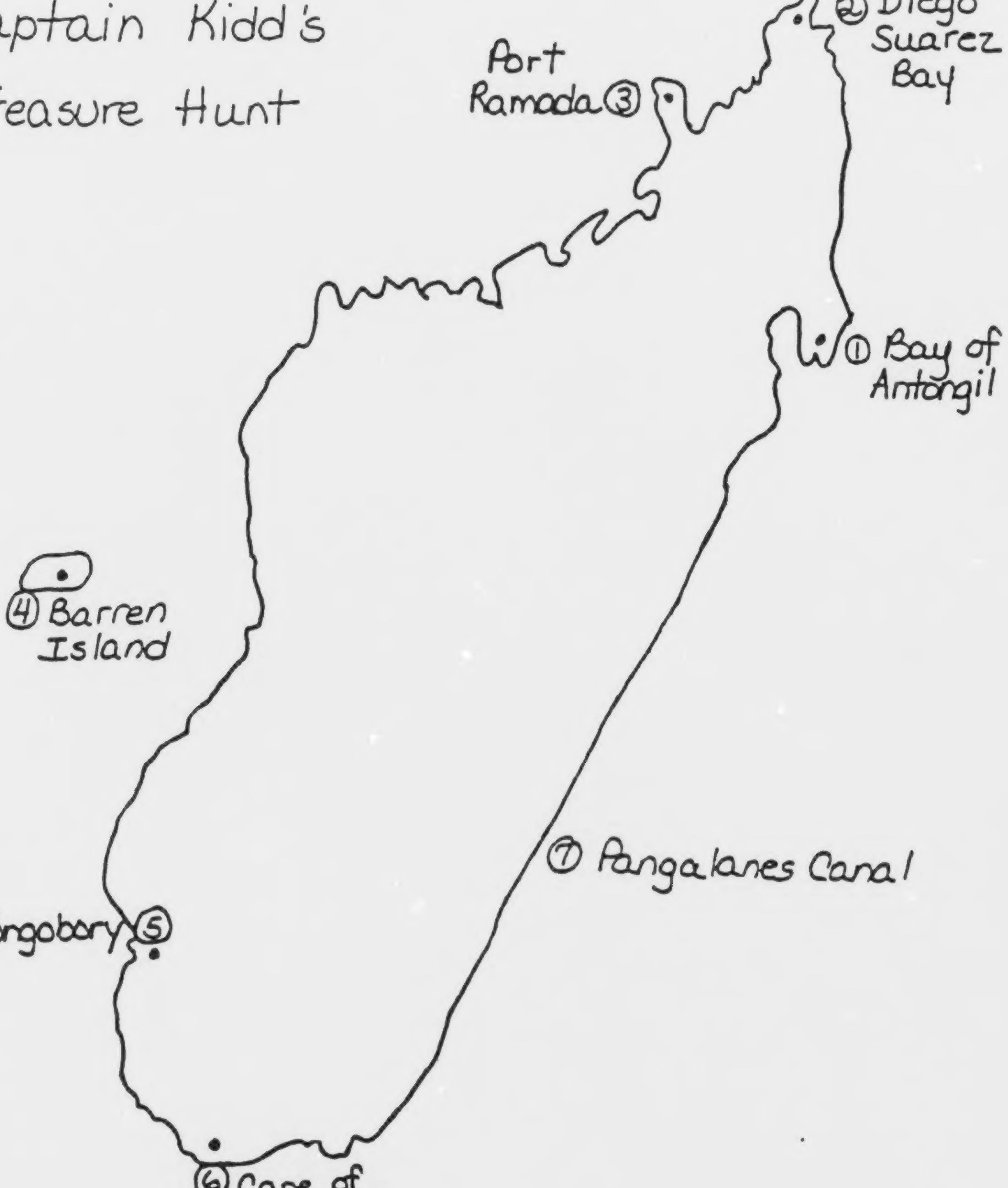
Captain Kidd's Treasure Hunt


② Diego Suarez Bay
Port Ramada ③
① Bay of Antongil
④ Barren Island
⑦ Pangalanes Canal
Tongobory ⑤
⑥ Cape of St. Marie

Fill in key letters from clues.

___ ___ ___ ___ ___ ___ ___ ___ ___ ___
1 2 3 4 5 6 7 1 2 7

Captain Kidd sailed to the island of Madagascar in search of the pirate's treasure. Before he can claim the treasure as his own, he must find its location which is somewhere in the center of the island. By sailing his ship around the island and stopping at the seven coves and bays, he will get the clues he needs to begin his search.

IF YOU CAN SOLVE THE RIDDLE,
YOU CAN ALSO GET SOME PIRATE'S TREASURE

Sample clues:

1. A pirate flag of skull and crossbones is called (3rd letter is the key)

   _____ _____ _____ _____ _____   _____ _____ _____ _____ _____

2. Long John (2nd letter is the key)

   _____ _____ _____ _____ _____ _____

3. Another name for a pirate is a (first letter is the key)

   _____ _____ _____ _____ _____ _____ _____ _____ _____

4. Pat Hutchins wrote a book about a one-eyed pirate. What was his name? (fourth letter is the key)

   _____ _____ _____ _____

5. What's the color of the pirate in William Arden's book? (third letter is the key)

   _____ _____ _____ _____ _____ _____

6. What kind of books are found in the 910.4? (fifth letter is the key)

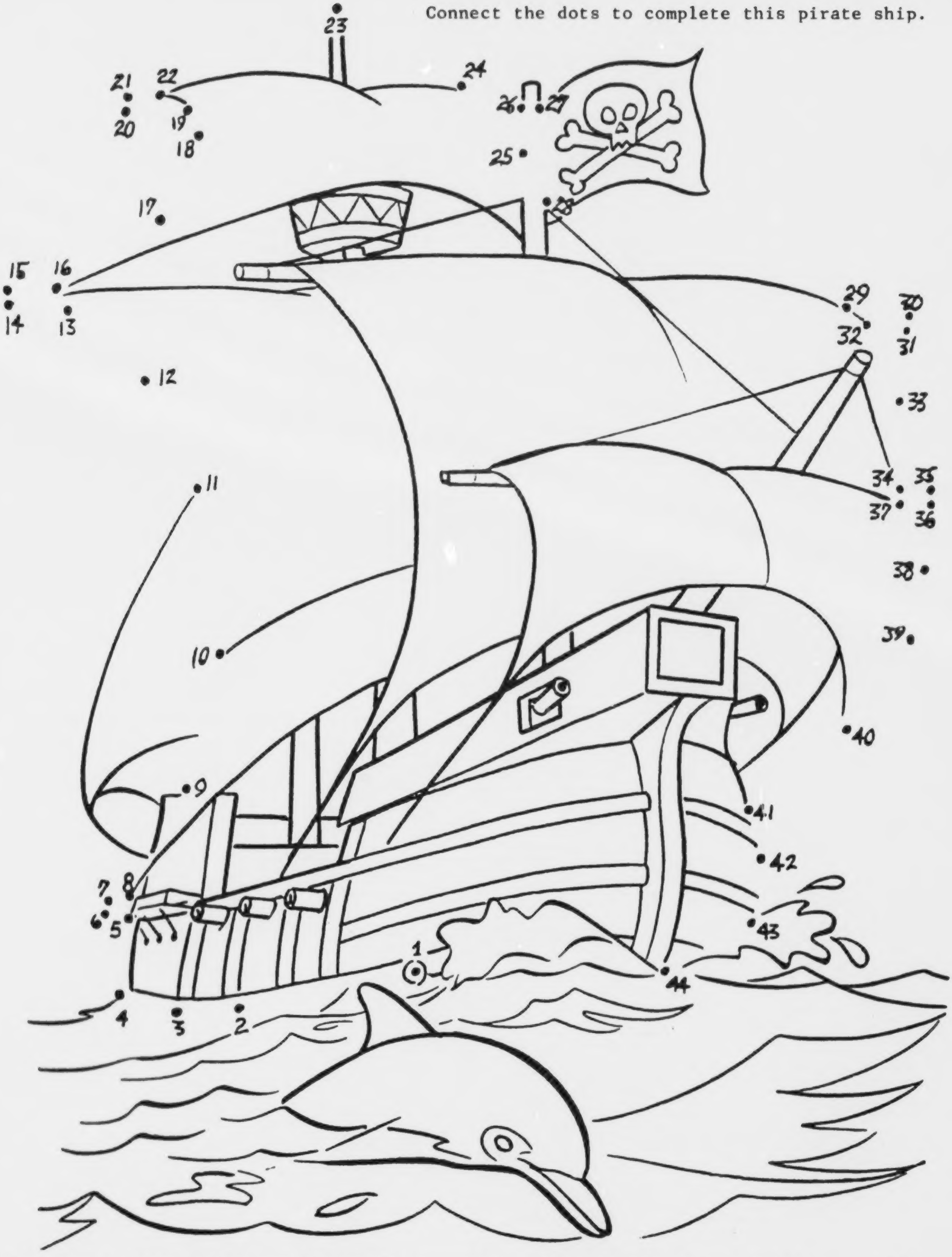
   _____ _____ _____ _____ _____ _____ _____

7. Untangle these letters to form the name of a famous English pirate - NRGOMA (fifth letter is the key)

   _____ _____ _____ _____ _____ _____

With thanks to the Vermont Summer Reading Program Manual 1985

Connect the dots to complete this pirate ship.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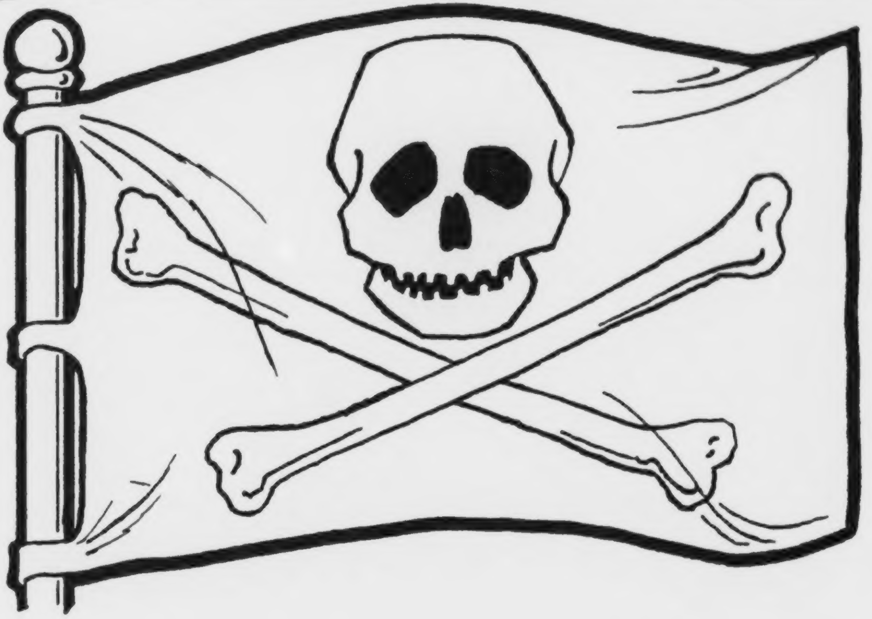
PUZZLE:

Make a copy for each team and cut into several pieces.

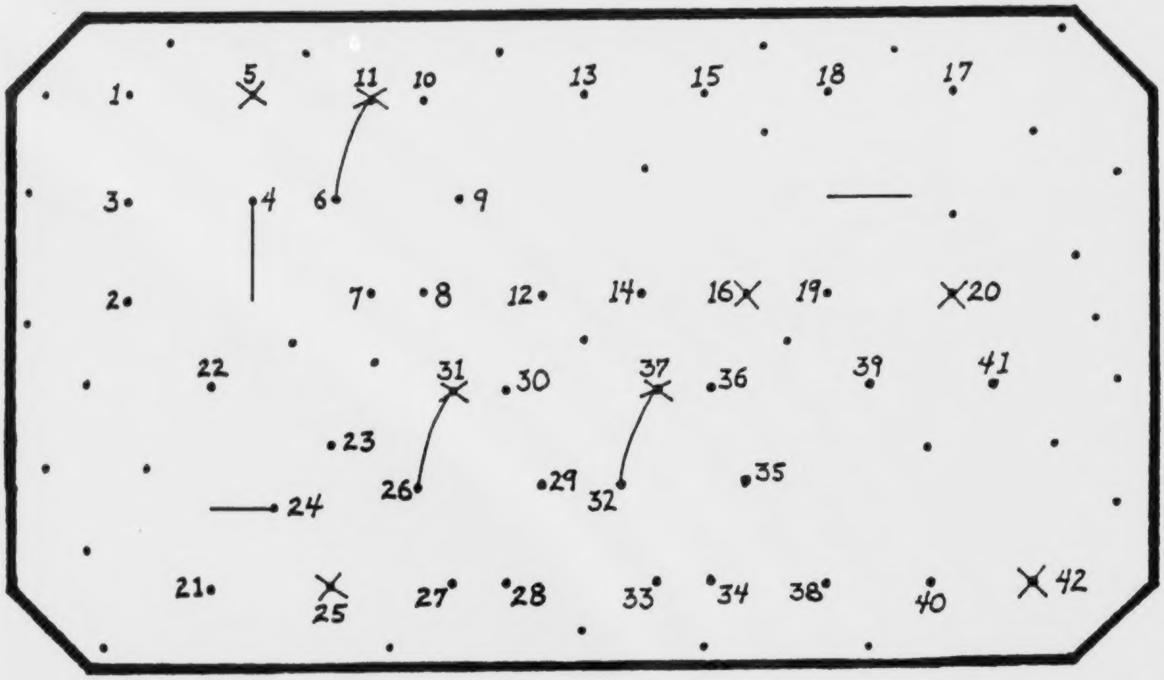
Directions are to be written on the back of the flag.



Directions - Go to where the principal hangs out and there you will find a clue to help you about.

DOT TO DOT:

STOP AT EACH "X"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From Castles, Pirates, Knights And Other Learning Delights, by Paula Glasscock and Sally Weber. Copyright (c) 1980 Good Apple, Inc., Carthage, IL. Reprinted with the permission of the publisher.

FAMOUS PIRATES

Find the name of the 14 pirates hidden in the puzzle. Words may go down, across, or diagonally.

CAPTAIN KIDD
STEDE BONNET
BLACKBEARD
HENRY JENNINGS
ANNE BONNY
MARY REED
SIR FRANCIS DRAKE
JEAN LAFFITE
HENRY MORGAN
SIR JOHN HAWKINS
SIR WALTER RALEIGH
CALICO JACK RACKHAM
CAPTAIN JACK AVERY
BARTHOLOMEW ROBERTS

A	B	C	A	P	T	A	I	N	K	I	D	D	C	D	E	F	G	H	B	Z	M
I	J	K	N	L	M	B	N	O	P	Q	R	S	T	U	V	W	X	Y	A	B	C
Z	A	B	N	C	D	L	E	F	G	H	I	J	K	L	M	N	O	P	R	S	T
Q	R	S	E	T	U	A	V	W	S	T	E	D	E	B	O	N	N	E	T	A	B
X	Y	Z	B	A	B	C	C	D	I	E	F	G	H	I	J	K	L	M	H	Z	T
N	O	P	O	Q	R	K	S	T	R	U	V	C	W	X	Y	Z	S	A	O	M	N
B	C	D	N	E	F	B	G	H	F	I	J	A	K	L	M	N	I	O	L	D	S
P	S	Q	N	R	S	E	T	U	R	V	W	L	X	Y	Z	A	R	B	O	P	Q
C	I	D	Y	J	E	A	N	L	A	F	F	I	T	E	H	E	W	F	M	L	N
G	R	H	I	J	K	R	L	M	N	N	O	C	P	Q	E	R	A	S	E	O	P
T	J	U	V	W	X	D	Y	Z	C	A	B	O	C	D	N	E	L	F	W	A	M
G	O	H	I	J	K	L	M	N	I	O	P	J	Q	R	R	S	T	T	R	M	L
U	H	V	M	W	X	Y	Z	A	S	B	C	A	D	E	Y	F	E	X	O	P	L
G	N	E	H	A	I	J	K	L	D	M	N	C	O	P	J	Q	R	Y	B	L	O
R	H	S	N	T	R	U	V	W	R	X	Y	K	Z	A	E	B	R	C	E	W	R
D	A	E	F	R	G	Y	H	I	A	J	K	R	L	M	N	O	A	P	R	N	B
Q	W	R	S	T	Y	U	R	V	K	W	X	A	Y	Z	N	A	L	B	T	P	L
C	K	D	E	F	G	M	H	E	E	I	J	C	K	L	I	M	E	A	S	T	J
N	I	O	P	Q	R	S	O	T	E	U	V	K	W	X	N	Y	I	Z	B	P	M
C	N	D	E	F	G	H	I	R	J	D	K	H	L	M	G	N	G	O	P	L	O
Q	S	R	S	T	U	V	W	X	G	Y	Z	A	A	B	S	C	H	D	E	K	L
F	G	H	I	J	K	L	M	N	O	A	P	M	Q	R	S	T	U	V	W	L	M
X	Y	Z	A	B	C	D	E	F	G	H	N	I	J	K	L	M	N	O	P	Q	R
A	C	A	P	T	A	I	N	J	A	C	K	A	V	E	R	Y	B	C	D	E	F

With thanks to the South Carolina Summer Reading Program Manual 1989.

FIND THE SEAS SAILED BY CAPTAIN BOOK AND HIS CREW

C A R I B B E A N P L M S T V X K F C O R A L R W X C S P
M Z B K H L S C I A E G E A N C F O K H O T S K L O C L V
D O P C D A D R I A T I C P X D W R F J H N G C O I X M Q
L V N S L C W D J Q C R W L Y N B C A E U I K M V W J E Z
P D T W A K L P R I H I Y X L A N P L E T G B Y F P J D S
X L K S C P E Q T Q P S F K T S O A Q F H L K E H K D I T
O S H E P F G L V E N H O S B A R E N T S M T L G L I T W
A C R A H L A U W P C A P C O A T L V A D I Z L X U K E N
S Z N O O B W X B I E R F I K I H K G Y H C Y O M L Y R P
U F G F R X O D Y Z O D J O A K M J T W A E Z W N N O R C
E G Q J C K T A S M A N Q U R Z Q X L R B S F J T K G A D
V I D A A S L T U S X D I R A W N P M B E R I N G S W N B
W B C P W A Y Z L G R C S A T Q V H X L Q T V U K O P E E
C K S A Y B C S U W F C H I N A J M W A B P A R A B I A N
D J Y N S U T B E C V I A D H N A R T Y R R H E N I A N U
B M I W P C D M O S L Z E H J T V C F W U B G D H J C L S
T O X C T W S E A O F M A M A R A L D M Q T F Z U N K P T

Adriatic
Aegean
Arabian
Azov
Baltic
Barents
Bering
Black
Caribbean

China
Coral
Ionian
Irish
Japan
Java
Kara
Mamara, Sea of
Mediterranean

North
Okhotsk
Red
Sulu
Tasman
Tyrrhenian
White
Yellow

Ocean Scramble

TCIRACNAA _ _ _ _ _ _ _ _ _ _

RCTCIA _ _ _ _ _ _

NCALTTAI _ _ _ _ _ _ _ _

DINAIN _ _ _ _ _ _

FIIPCAC _ _ _ _ _ _ _

With thanks to the South Carolina Summer
Reading Program Manual 1989.

FIND THE SECRET MESSAGE

Captain Book has a message for you. Use the code below to find out your secret message.

4 9 19 3 15 22 5 18   8 9 4 4 5 14

____________________   ______________

20 18 5 1 19 21 18 5 19   1 20   20 8 5

________________________   ___   _______

12 9 2 18 1 18 25.

____

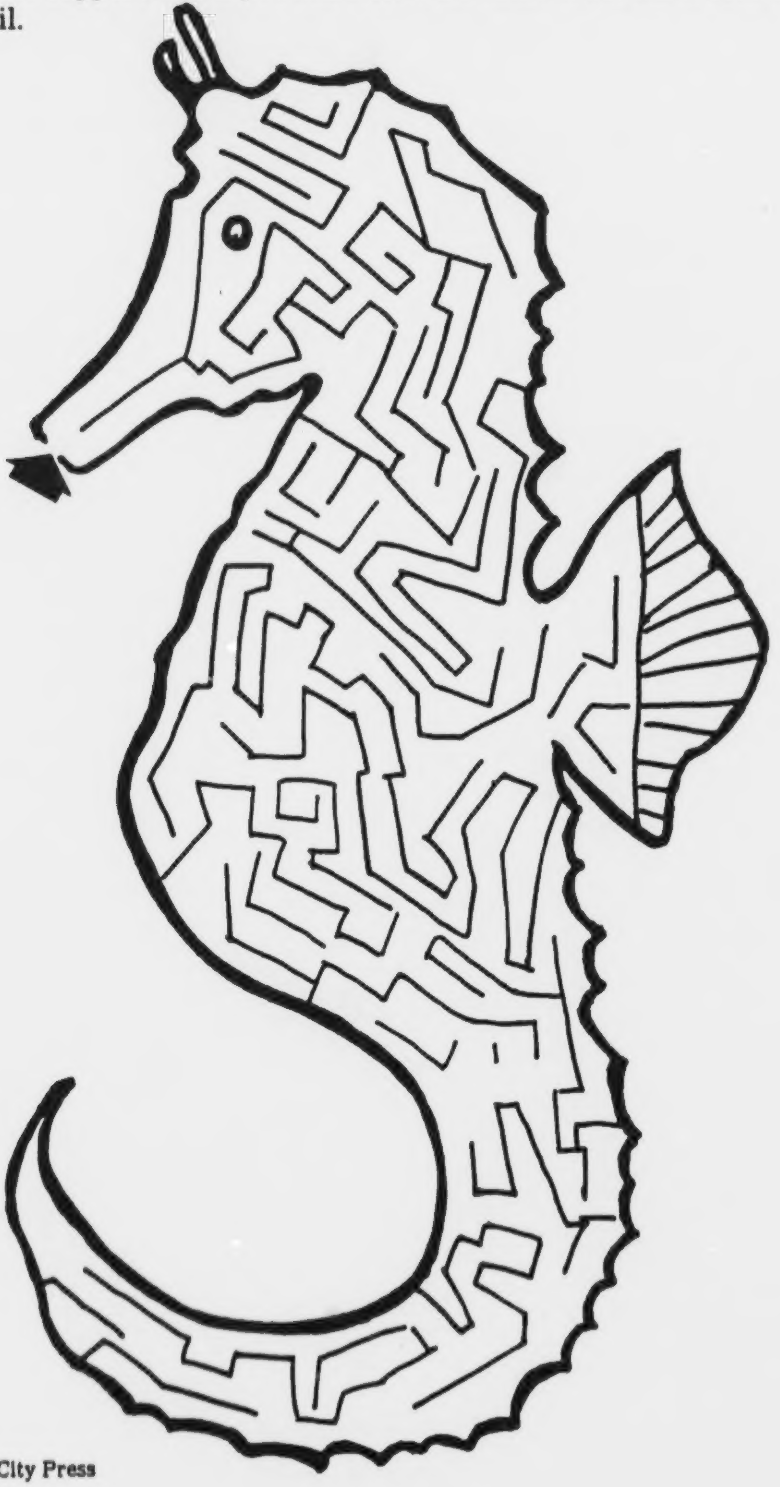
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22

W	X	Y	Z
23	24	25	26

With thanks to the South Carolina Summer Reading Program Manual 1989.

HAPPY HORSE

There are hundreds of different kinds of fish in the ocean. A very strange and different looking fish is the sea horse. He spends most of his time in one place with his tail wrapped around an underwater plant for support. See if you can follow the maze from his mouth to his tail.



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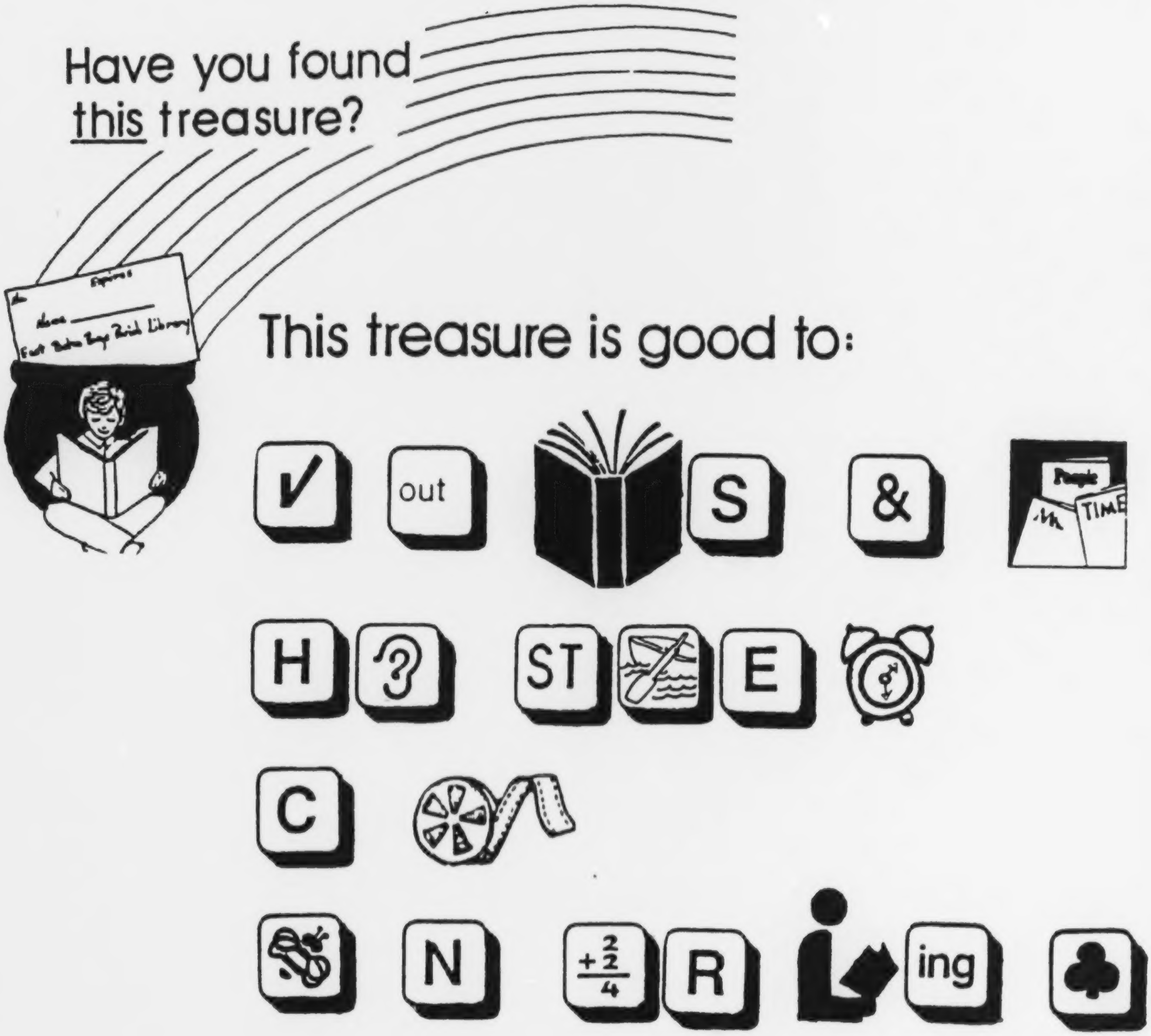
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Have you found
this treasure?

This treasure is good to:

(ANSWERS AT BOTTOM)

HAVE YOU GUESSED THE TREASURE?

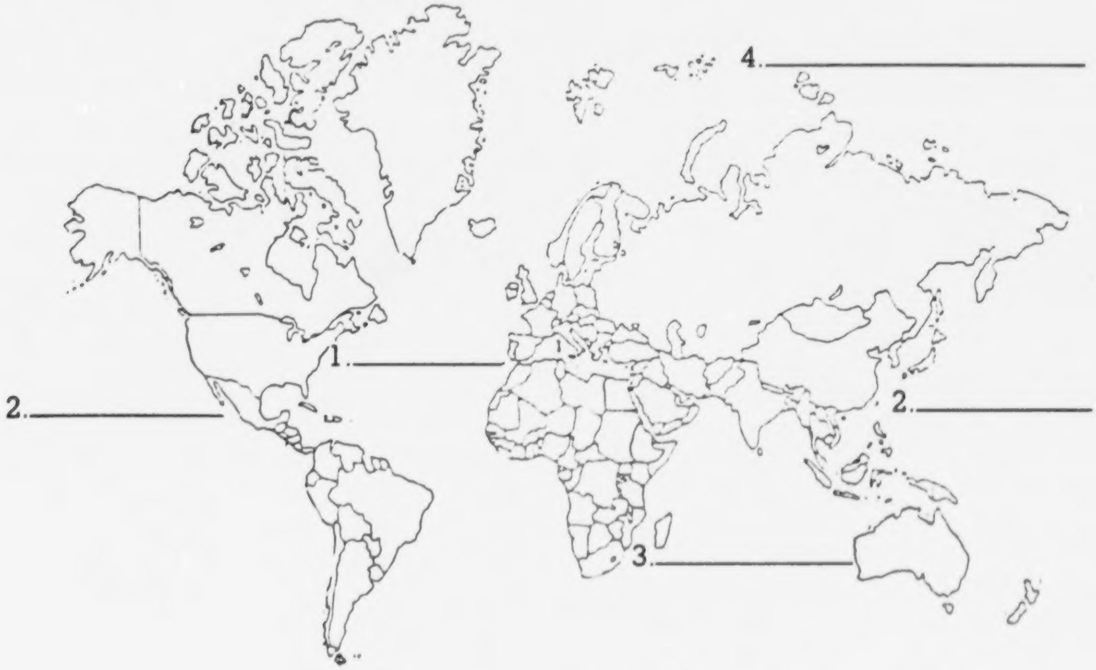
IT'S YOUR OWN LIBRARY CARD!

ANSWERS: CHECK OUT BOOKS AND MAGAZINES
HEAR STORYTIME
SEE FILMS
BE IN SUMMER READING CLUB

SOURCE: EAST BATON ROUGE PARISH LIBRARY CHILDREN'S SERVICES

Notions of Oceans

There are four major oceans in the world. Look at the map below and fill in the correct ocean name in each blank.



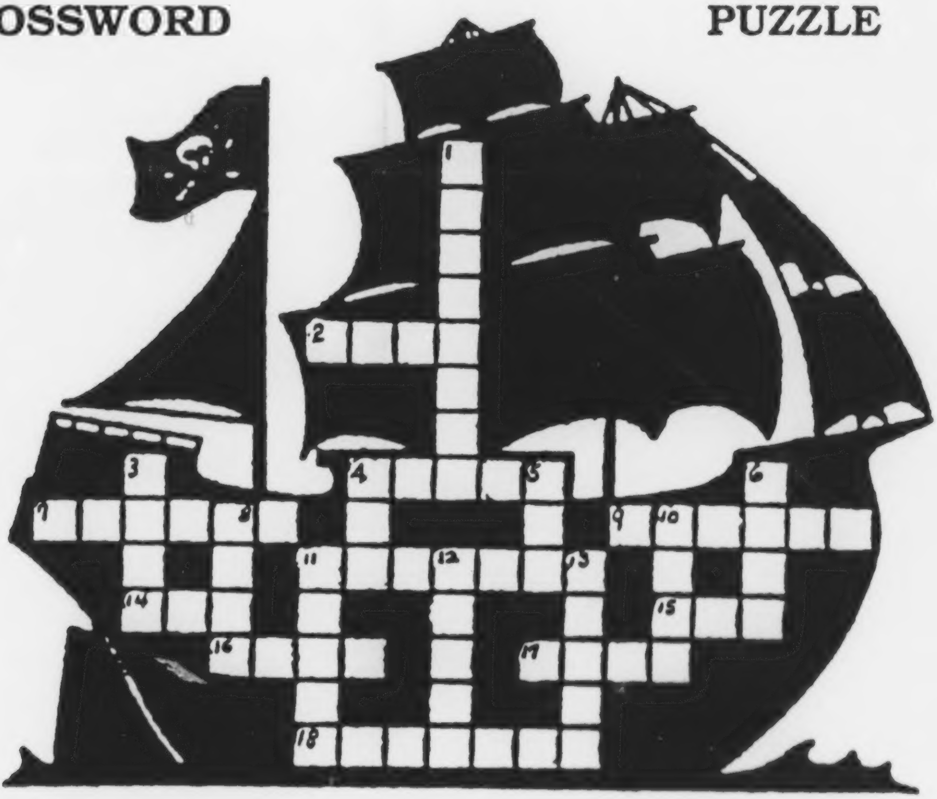
The Pacific Ocean is the largest and deepest ocean in the world. All of the continents would fit into this body of water. How many words of at least 3 letters can you make using the letters in the word *Pacific Ocean*?

1. ____________
2. ____________
3. ____________
4. ____________
5. ____________
6. ____________
7. ____________
8. ____________
9. ____________
10. ____________
11. ____________
12. ____________
13. ____________
14. ____________
15. ____________
16. ____________
17. ____________
18. ____________
19. ____________
20. ____________

© Capital City Press

OVER THE BOUNDING MAIN

CROSSWORD PUZZLE



ACROSS:

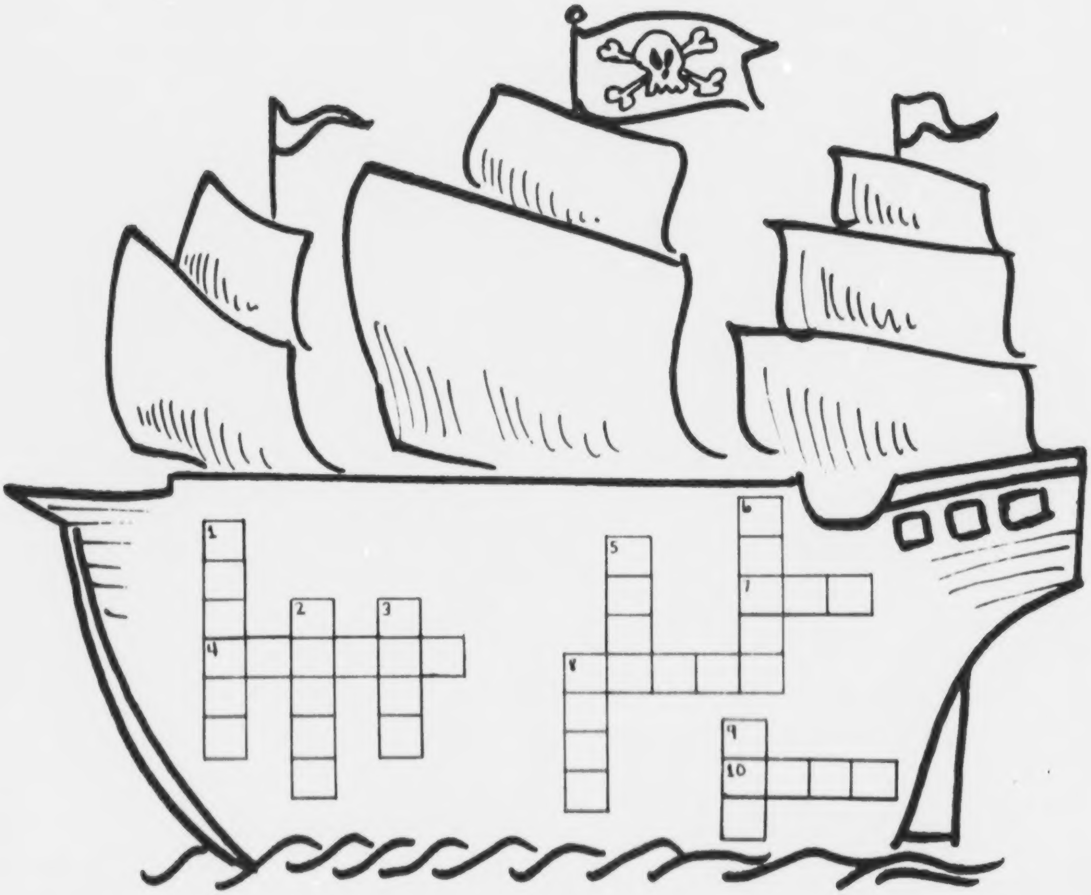
2. Ornery sea creature.
4. Picture on sailor's arm (varied spelling).
7. A gusty wet wind.
9. Hunts whales.
11. To come safely through a storm.
14. A desire to travel.
15. Pirate's "yes."
16. Which Jones has a locker on sea bottom?
17. A long way off.
18. Mariners.

DOWN:

1. Boat powered by wind.
3. A sea marker.
4. To fasten.
5. How many captains on a ship?
6. Color of the sea.
8. To go ashore from a ship.
10. Now _______________this.
11. Moving ridges on the sea.
12. A destructive wave.
13. Used by survivors.

With thanks to the South Carolina Summer Reading Program Manual 1989.

PIRATE'S SHIP



Unscramble these ship words.

DOWN		ACROSS
1. ngidyh	6. nicba	4. aglely
2. lanpk	8. lais	7. wob
3. edck	9. fat	8. tenrs
5. stam		10. roef

Answers: Across-1.dinghy, 2.plank, 3.deck, 5.mast, 6.cabin, 8.sail, 9.aft; Down-4.galley, 7.bow, 8.stern, 10.fore.

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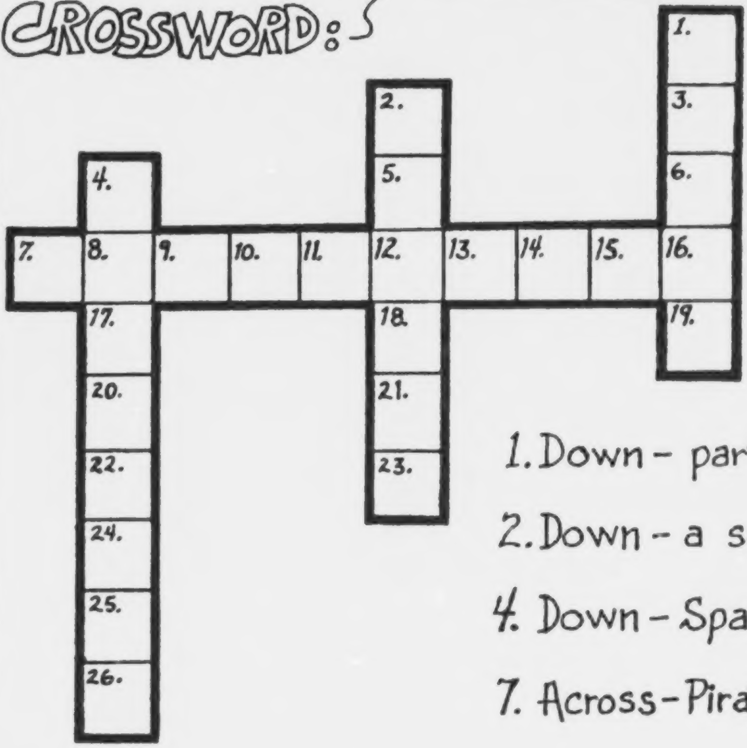
PIRATE TALK

CROSSWORD:



Scavenger Hunt Clues

9·5·20·16·18·12·11

_ _ _ _ _ _ _

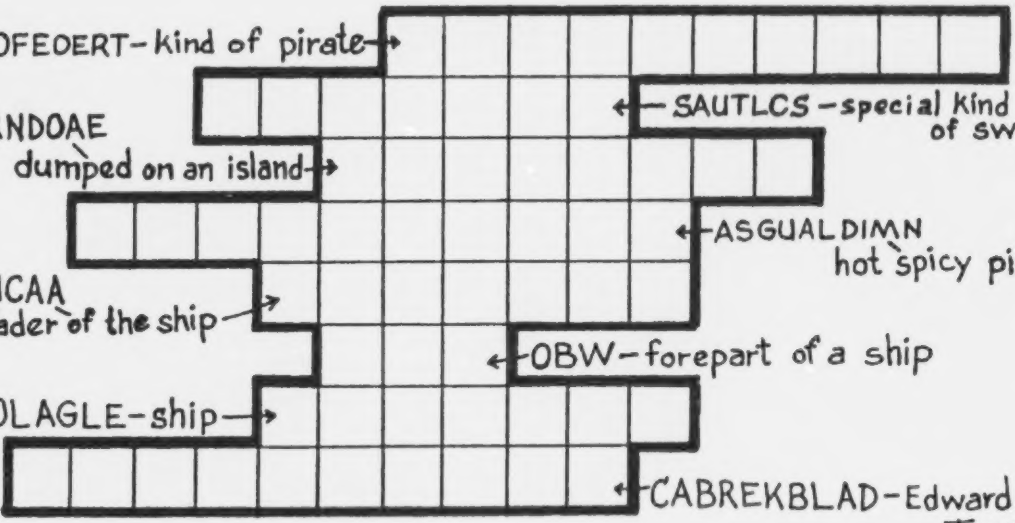
1. Down - part of a ship

2. Down - a sea robber

4. Down - Spanish money

7. Across - Pirate flag

SCRAMBLE:



REBOFEOERT - kind of pirate →

← SAUTLCS - special kind of sword

OMRNDOAE dumped on an island →

← ASGUALDIMN hot spicy pickle

PTINCAA leader of the ship →

← OBW - forepart of a ship

NOLAGLE - ship →

← CABREKBLAD - Edward Teach

From Castles, Pirates, Knights And Other Learning Delights, by Paula Glasscock and Sally Weber. Copyright (c) 1980 Good Apple, Inc., Carthage, IL. Reprinted with the permission of the publisher.

ANSWER SHEET

CROSSWORD:

Down

1. stern
2. pirate
4. doubloon

Across

7. Jolly Roger

SCRAMBLE:

freebooter
cutlass
marooned
salmagundi
captain
galleon
Blackbeard

SAIL THE SEVEN SEAS

Can You Guess the Names of These Famous Sailors?

Verses by Sally Ann Coggin

In fourteen hundred ninety-two
This sailor sailed the ocean blue.
He left his home for unknown worlds
In three small ships, their sails unfurled.
Finding islands was his game,
Chris C________________ was his name.

Upon an island, left alone,
This outcast made his home.
He sewed his clothes from skins of goats;
He grew his food, he built his boats.
A friend named Friday helped him do so;
Storybooks call him R_________ C__________.

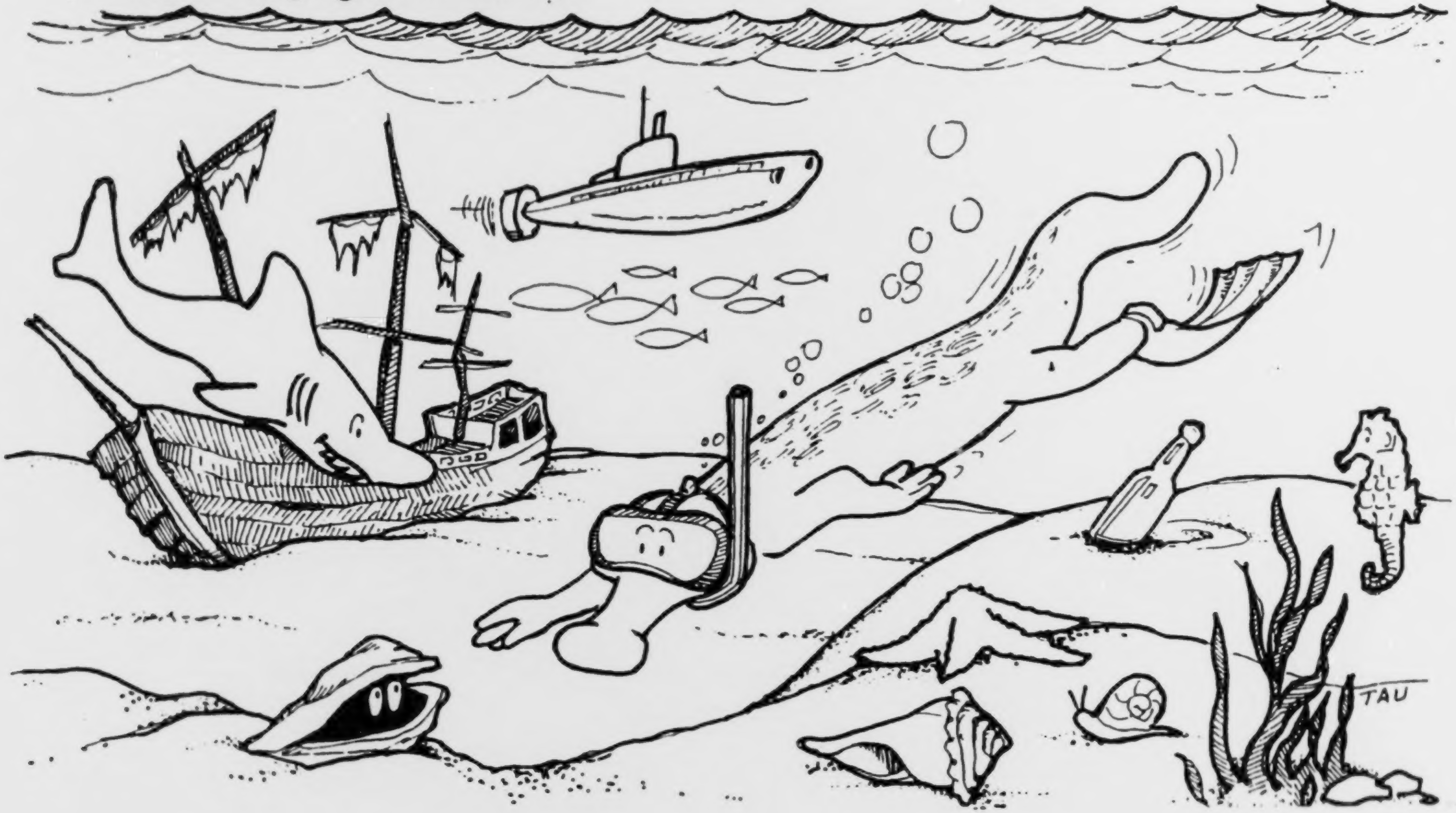
This man was chased for many a mile
By a clicking, ticking crocodile.
He then in turn chased Peter Pan
(Indeed he had a nasty plan).
If you recall this sneaky crook
You'll know his name was Captain H__________.

Eastern Australia, Hawaii too,
He was the first from England to view;
Tahiti, New Zealand, Antarctic seas,
His ships and crews explored with ease.
Three trips around the world he took,
A great adventurer, Captain C_____________.

With thanks to the South Carolina
Summer Reading Program Manual 1989.

Sea Search

Alfie Alligator is enjoying some underwater fun. Find nine things which begin with the letter "s."



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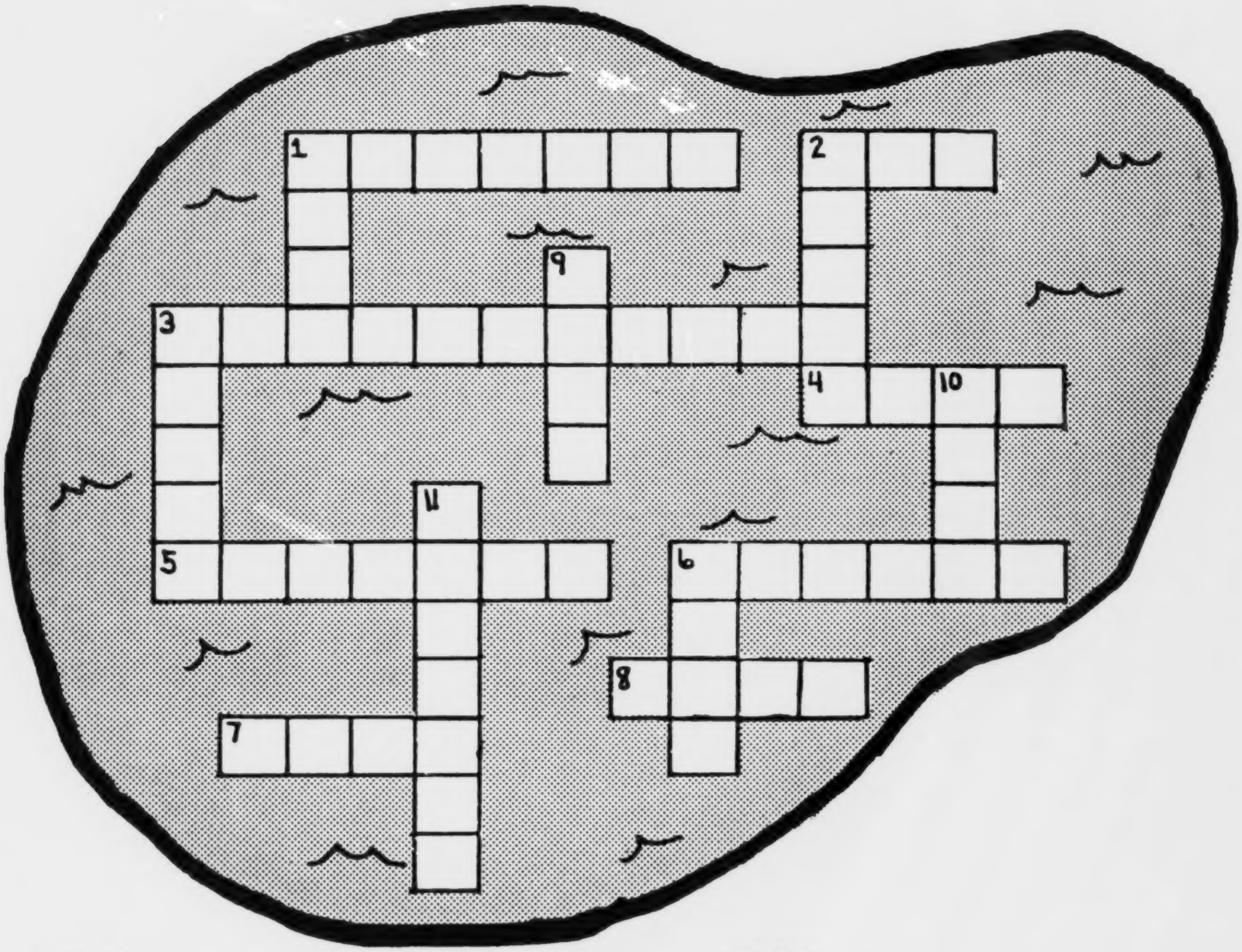
SINK OR SWIM

Use the clues to fill in this swimming crossword puzzle.



ACROSS:
1. moving limbs and body together in the water
2. opposite of dry
3. a thermometer measures____________________
4. flat structure that floats on water
5. you take these to learn how to swim
6. to make water fly about
7. a structure made for swimming
8. to go to the bottom

DOWN:
1. to move through or float on water
2. clear, colorless liquid
3. cloth to dry off with
6. what you wear to swim in
9. inland body of water
10. footgear used in swimming
11. tinted glasses used in the water

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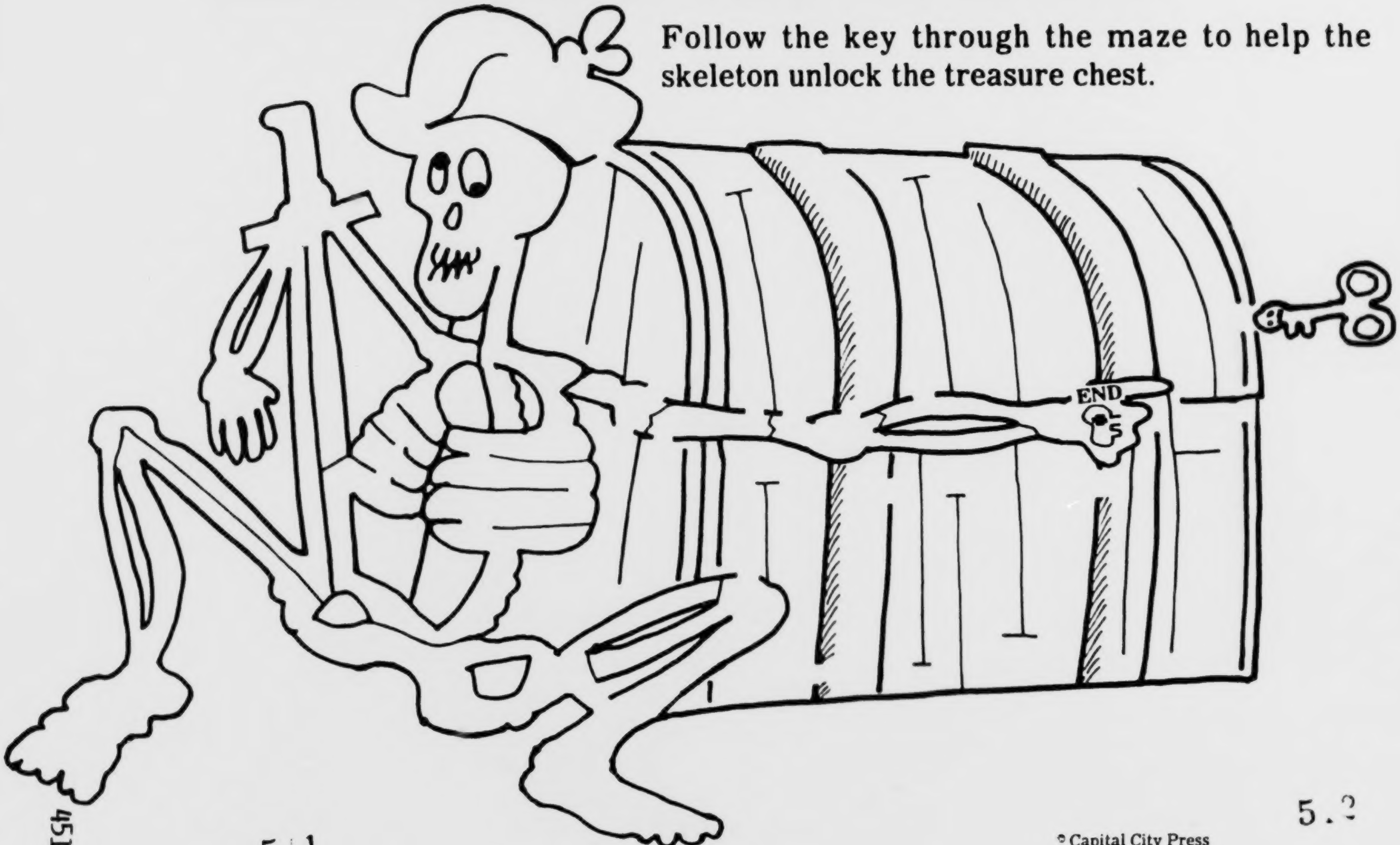
A SKELETON KEY

Follow the key through the maze to help the skeleton unlock the treasure chest.



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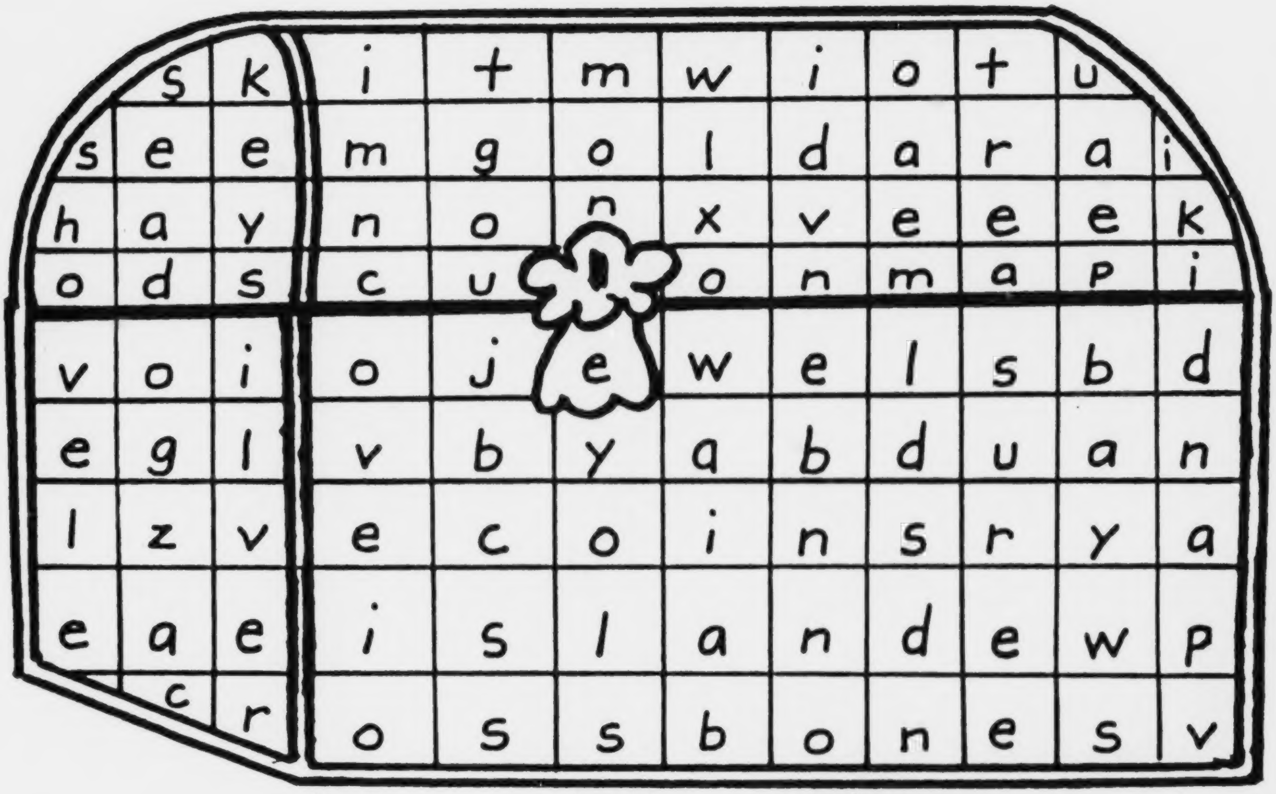
TREASURE CHEST WORD PUZZLE



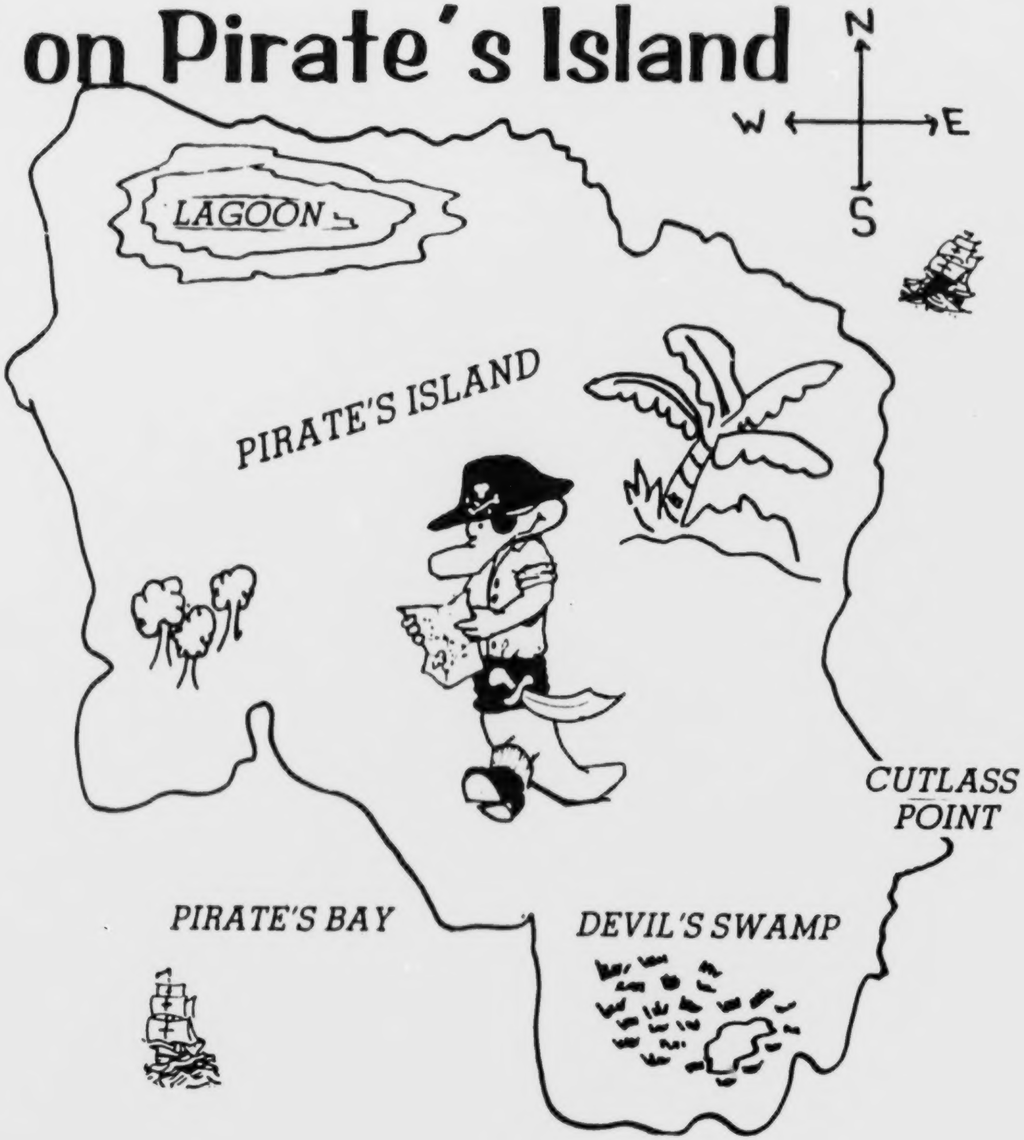
	s	k	i	t	m	w	i	o	t	u	
s	e	e	m	g	o	l	d	a	r	a	i
h	a	y	n	o	n	x	v	e	e	e	k
o	d	s	c	u		o	n	m	a	p	i
v	o	i	o	j	e	w	e	l	s	b	d
e	g	l	v	b	y	a	b	d	u	a	n
l	z	v	e	c	o	i	n	s	r	y	a
e	a	e	i	s	l	a	n	d	e	w	p
	c	r	o	s	s	b	o	n	e	s	v

bay
gold
silver
coins
kidnap

shovel
map
seadog
island
key

crossbones
jewels
money
treasure
cove

Treasure Hunt on Pirate's Island



Alfie Alligator is a treasure hunting pirate and he needs your help. Follow these directions carefully and they will help you lead Alfie to the treasure chest. (Use a ruler to help you.)

1. Start at the most **western** point of the island and travel **east** 3 inches and **south** ¾ inch. Place an X on the spot and spend the night there.

2. Travel **south** 1¼ inches then head **east** for 1¾ inches. You are now looking out to sea.

3. There is no treasure there so you sail 1 inch **south** then travel **west** 1¼ inches. You get stuck and spend all day trying to get out.

4. Continue **west** 2¾ inches the next day and spend the night aboard your ship.

5. You are about to run out of food so you must return to land. Travel **north** 2 inches and you discover a treasure chest! Draw it on that spot. What is in your treasure chest?________

____

____

453

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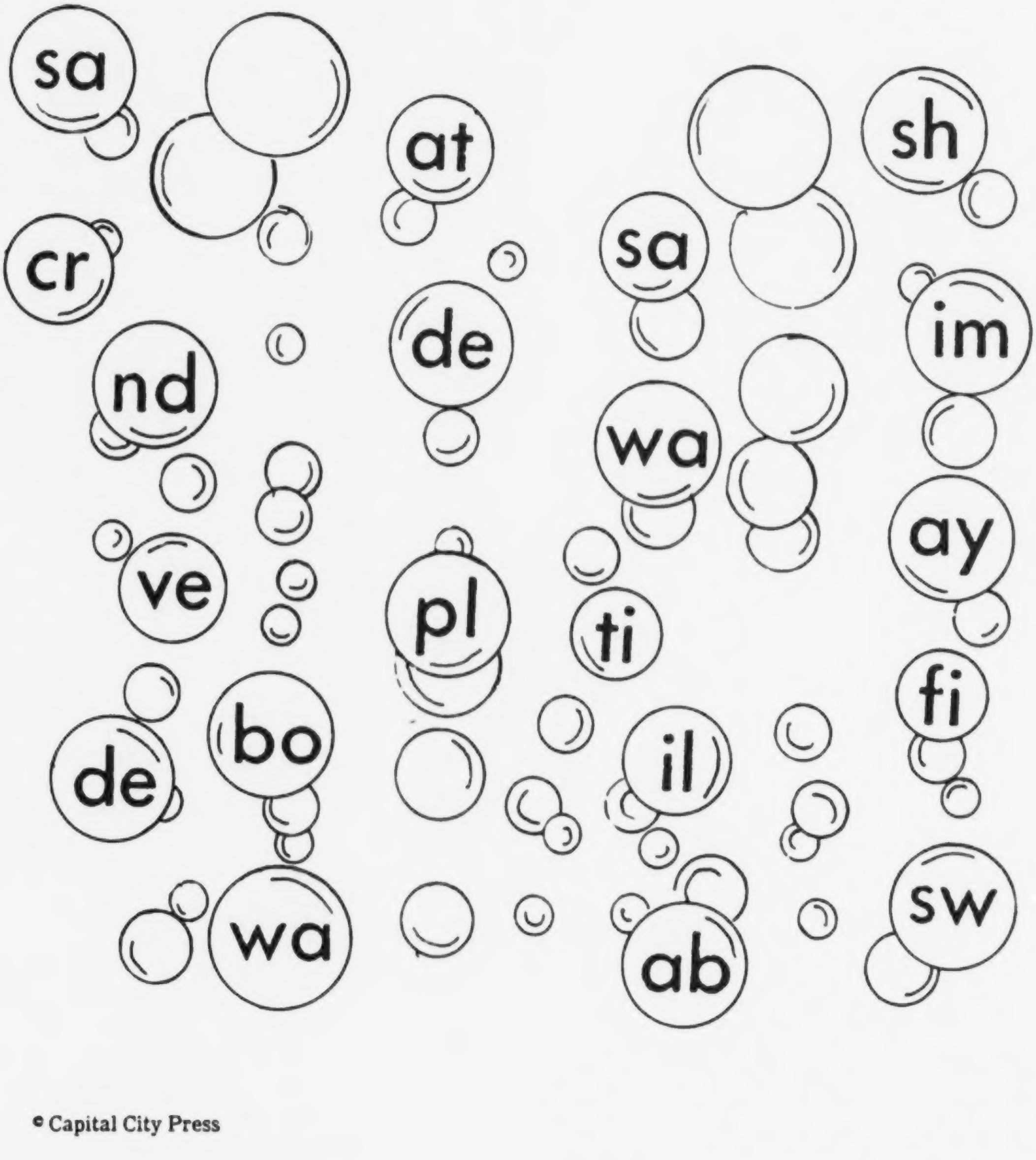
Water Words

A part of a word appears in each bubble below. Draw lines to pair the bubbles so that each pair forms a complete word. An example has been done for you.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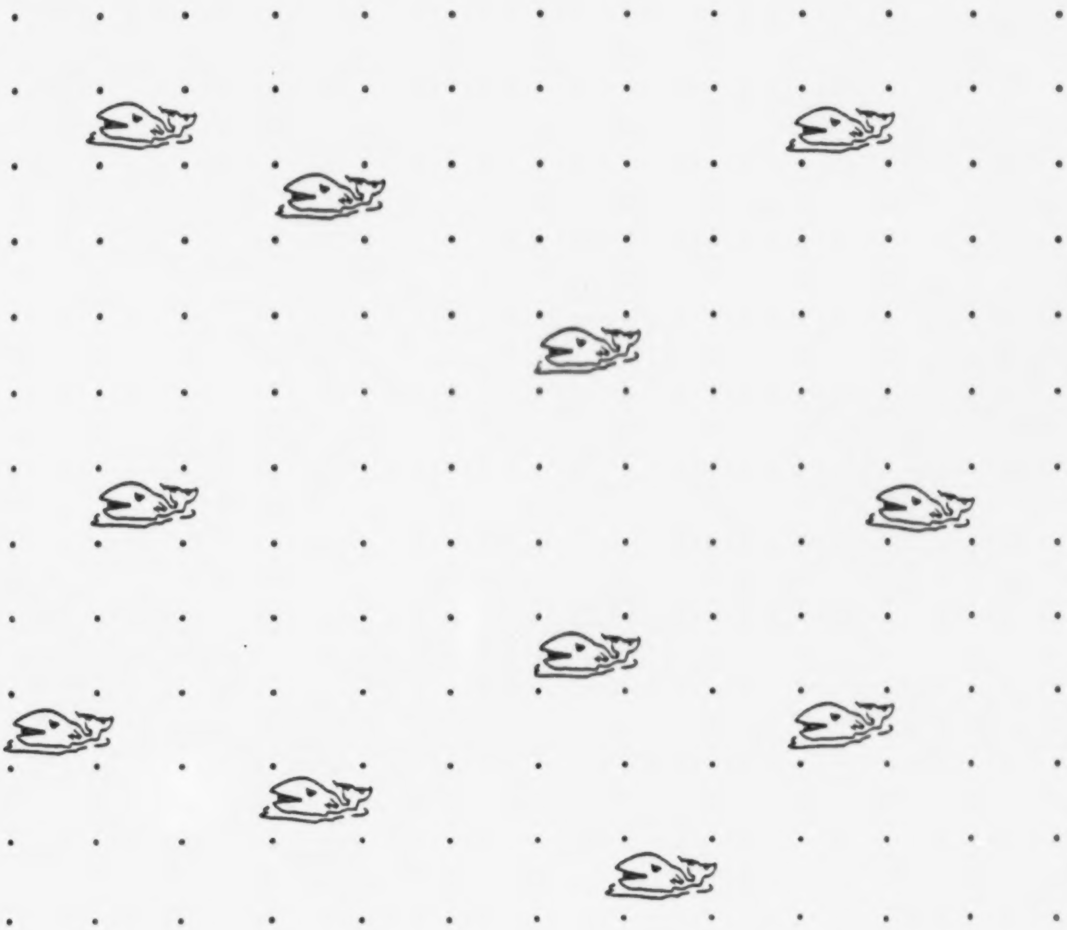
WHALE WATCH

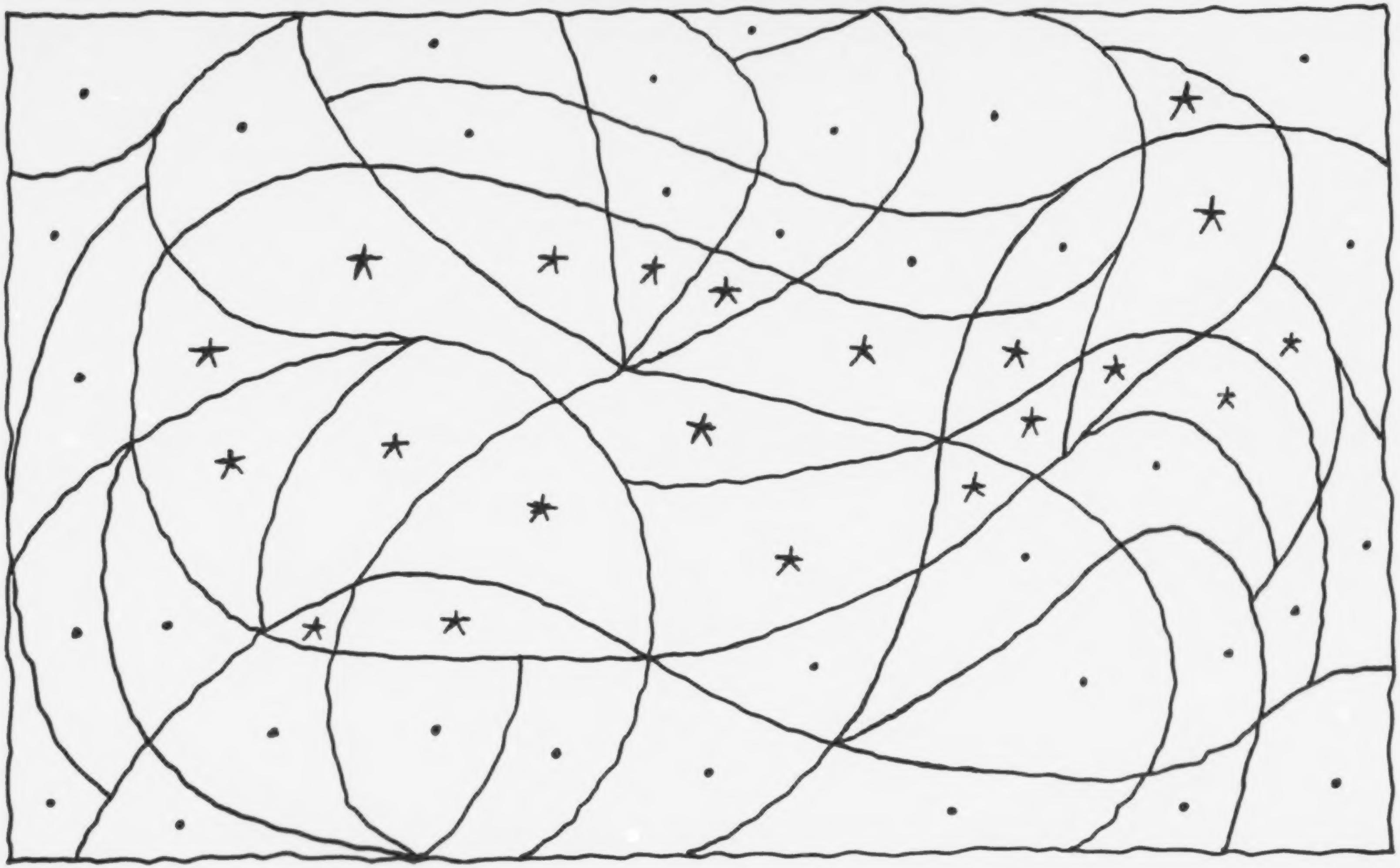
Whales were once caught in great numbers, but today, we protect these magnificant creatures. Go on a whale watch with a friend to observe and study the largest of the mammals. In this game two or more people may play. The first player draws a line, either up and down or across, connecting two dots. The next player connects another pair of dots. Players continue taking turns, drawing one line at a time. If you draw a line that fences in a square, write in one of your initials and take another turn. When all the dots have been connected, count your initialed squares. Score one point for each plain square and three points for a square with a whale in it. The player with the most points win.



With thanks to the South Carolina Summer Reading Program Manual 1989.

WHAT IS IT?

Color the starred spaces gray and the dotted spaces blue.



"Used by permission from Shining Star Publications, P.O. Box 299, Carthage, Illinois, 62321." From Celebrate the Bible, page 73.

Women Sailed the Seven Seas

Seek - a - Word

Many people believe that sailors thought it was unlucky to sail on a ship with a woman. But this belief is not true, women did indeed sail the Seven Seas. Although most went as cooks, nurses and wives, a few disguised themselves as male sailors as did Mary Ann Talbot. Some women even rose to positions of command such as Captain Mary Greene. Mary Read and Ching Yih were two famous women pirates. Today many women serve in both the Navy and the Coast Guard including Lieutenant Junior Grade Beverly Kelly and Lieutenant Susan I. Moritz.

C	M	L	I	A	S	H	A	E
H	A	Y	S	P	C	Z	H	N
I	R	L	H	O	R	T	S	E
N	Y	L	I	H	I	I	E	E
G	A	E	P	C	M	R	T	R
Y	N	K	S	N	S	O	A	G
I	N	Y	O	E	H	M	R	Y
H	E	L	A	R	A	I	I	R
O	T	R	C	F	W	N	P	A
D	A	E	R	Y	R	A	M	M
E	L	V	E	R	M	S	O	C
C	B	E	W	A	L	U	L	O
K	O	B	P	M	A	S	T	O
B	T	S	A	I	L	O	R	K

CHING YIH
MARY READ
MARY GREENE
MARY FRENCH
BEVERLY KELLY
SUSAN I. MORITZ
MARY ANNE TALBOT

SEA
SAIL
DECK
CREW
MAST
COOK
SHIPS
SAILOR
PIRATES
SCRIMSHAW

© 1990 Chris Menard
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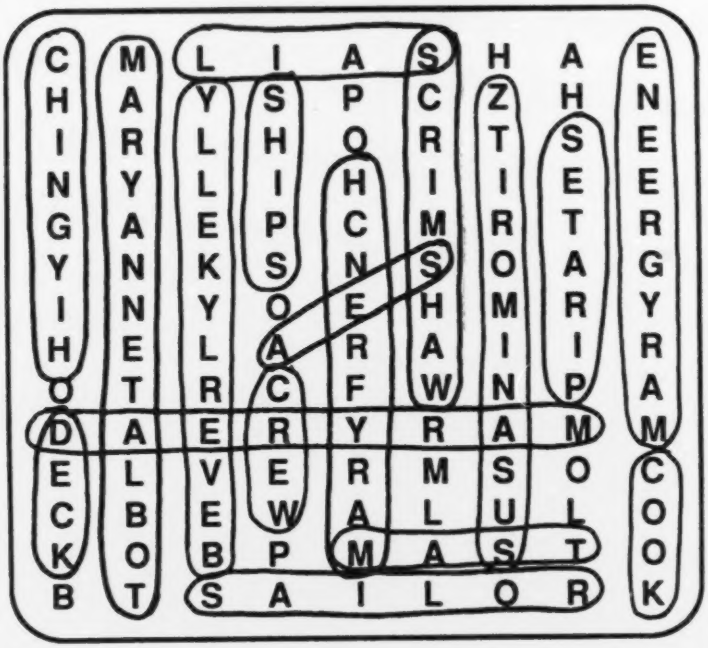
ANSWERS TO WOMEN SAILED THE SEVEN SEAS
SEEK- A - WORD



C	M	L	I	A	S	H	A	E
H	A	Y	S	P	C	Z	H	N
I	R	L	H	O	R	T	S	E
N	Y	L	I	H	I	I	E	E
G	A	E	P	C	M	R	T	R
Y	N	K	S	N	S	O	A	G
I	N	Y	O	E	H	M	R	Y
H	E	L	A	R	A	I	I	R
O	T	R	C	F	W	N	P	A
D	A	E	R	Y	R	A	M	M
E	L	V	E	R	M	S	O	C
C	B	E	W	A	L	U	L	O
K	O	B	P	M	A	S	T	O
B	T	S	A	I	L	O	R	K

WORD LADDER

Alfie Alligator has found a coin but he doesn't know if it is gold, silver, or copper. Help him find out by changing one letter on each step of the word ladder to make a new word each time. (Use the hints to help you.)

coin	
	- yellow vegetable, grows on a stalk
	- small rope or string of twisted fibers
	- opposite of hot
	- soft yellow colored metal

Answers: corn, cord, cold, gold.

Fun Facts

1. The skull and crossbones on a field of black has become a well-known symbol of piracy. The flag was called the *Jolly Roger*.
2. The word *pirate* comes from the Greek word *peiran*, which means *to attack*.
3. Blackbeard's real name was Edward Teach. He got his nickname from his habit of braiding his long, black beard and tying it with ribbon.
4. No one knows how many islands there are in the Pacific because a lot of the smaller ones keep appearing and disappearing.

PIRATE BOOKS

Famous Pirates of the New World by Addison Whipple. Grs. 5 and up. Blackbeard, Captain Flood, Dixey Bull, women pirates, planks are walked, ships are sunk, treasures are buried and dug up - it's all in this book.

Haunted Treasures by Dale Titler. Grs. 4-6. A collection of stories about famous treasure located in the United States and throughout the world, and the ghosts reported to be associated with these treasures.

Alfie Bits
PRESS

The treasures in life are not what you can get from other people, but what you can give others and the things you can do to help them.

A Little Bit Of HUMOR

Jerry: What is a buccaneer?
John: I don't know.
Jerry: Too much to pay for corn.

Karen: What do you call the place where monsters live?
Lester: Terror-tory.

Ken: Why did the skeleton stay home from the dance?
Harold: Because he had no body to dance with.

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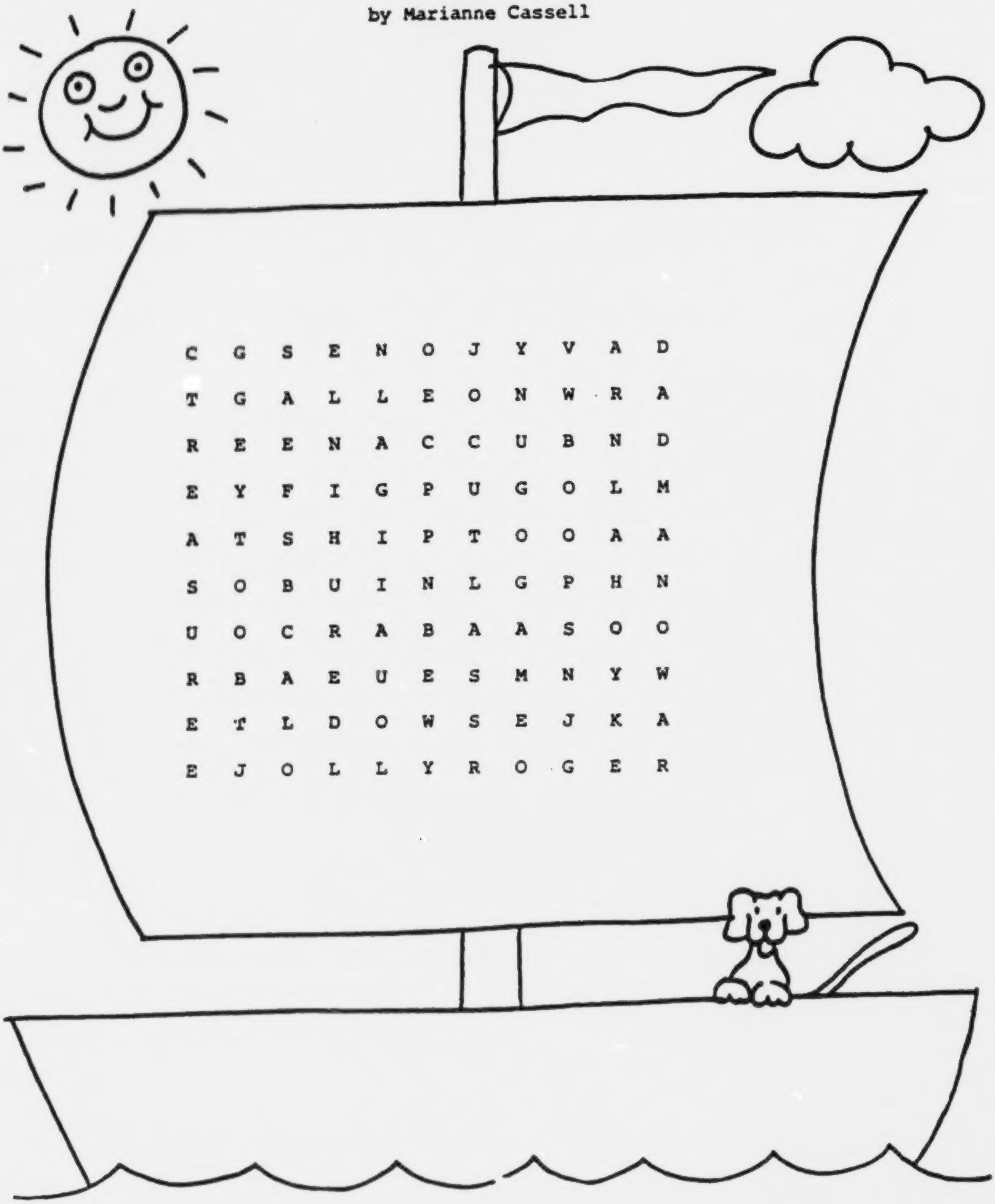
WORD SEARCH

by Marianne Cassell



C	G	S	E	N	O	J	Y	V	A	D
T	G	A	L	L	E	O	N	W	R	A
R	E	E	N	A	C	C	U	B	N	D
E	Y	F	I	G	P	U	G	O	L	M
A	T	S	H	I	P	T	O	O	A	A
S	O	B	U	I	N	L	G	P	H	N
U	O	C	R	A	B	A	A	S	O	O
R	B	A	E	U	E	S	M	N	Y	W
E	T	L	D	O	W	S	E	J	K	A
E	J	O	L	L	Y	R	O	G	E	R

With thanks to the Vermont Summer Reading Program Manual 1985

Gangplank
Ahoy
Pirate
Jolly Roger
Galleon
Rob

Map
Buccaneer
Ship
Man-O-War
Sea
Davy Jones

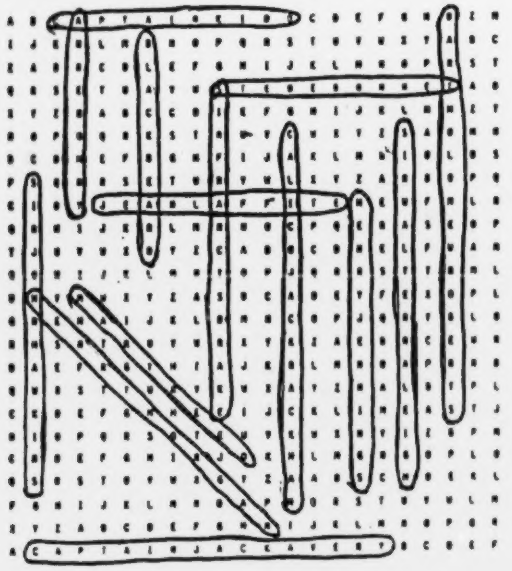
Dubloon
Booty
Cutlass
Gold
Treasure

ANSWERS TO PUZZLES

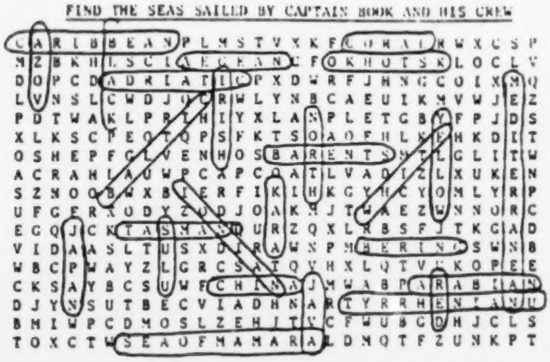
FAMOUS PIRATES

Find the name of the 14 pirates hidden in the puzzle. Words may go down, across, or diagonally.

CAPTAIN KIDD
STEDE BONNET
BLACKBEARD
HENRY JENNINGS
ANNE BONNY
MARY READ
SIR FRANCIS DRAKE
JEAN LAFFITE
HENRY MORGAN
SIR JOHN HAWKINS
SIR WALTER RALEIGH
CALICO JACK RACKHAM
CAPTAIN JACK AVERY
BARTHOLOMEW ROBERTS



FIND THE SEAS SAILED BY CAPTAIN BOOK AND HIS CREW



Adriatic
Aegean
Arabian
Azov
Baltic
Barents
Bering
Black
Caribbean
China
Coral
Ionian
Irish
Japan
Java
Kara
Mamara, Sea of
Mediterranean
North
Okhotsk
Red
Sulu
Tasman
Tyrrhenian
White
Yellow

FIND THE SECRET MESSAGE

Captain Book has a message for you. Use the code below to find out your secret message.

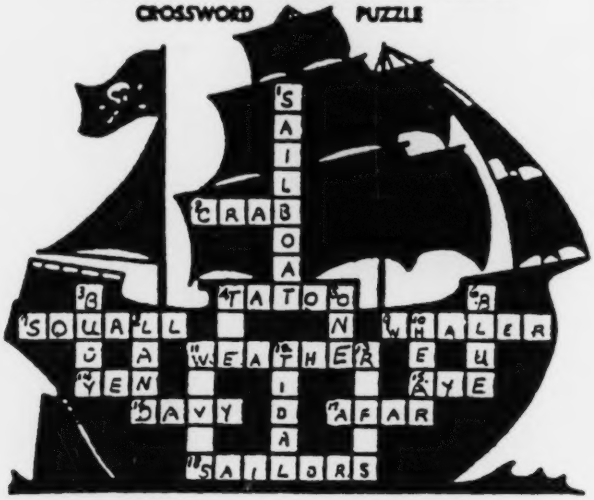
4 9 19 3 15 22 5 18 8 9 4 4 5 14
DISCOVER HIDDEN

20 18 5 1 19 21 18 5 19 1 20 20 8 5
TREASURES AT THE

12 9 2 18 1 18 25.
LIBRARY.

OVER THE BOUNDING MAIN

CROSSWORD PUZZLE



SAIL THE SEVEN SEAS

1. Christopher Columbus
2. Robinson Crusoe
3. Captain Hook
4. Captain Cook
5. Charles Darwin

STATE LIBRARY OF LOUISIANA
SUMMER READING PROGRAM
1991
EVALUATION QUESTIONNAIRE

Name of Library ____

Address ____

I. Name and title of person in charge of program:

____

II. Number of weeks program lasted: ______________________

III. Inclusive dates of program: ______________________

IV. Budget for program: ______________________

V. STATISTICS

A. Number of children who registered? ______________

B. Number of children who earned a certificate? __________

C. Number of staff assisting with program? ______________

D. Number of volunteers assisting with program? __________

VI. PUBLICITY

A. Check each item below used to promote the program:

________ School visits

________ Flyers & Posters

________ Bookmarks

________ Club/civic visits

________ News releases

________ Radio

________ Television

________ Displays & Exhibits

________ Posters displayed in the community

________ Other (please specify)

____

____

B. How do you rate the success of your publicity?

________ Very successful

________ Successful

________ Ineffective

VII. PROGRAMS

A. Check each technique that you used for programs:

________ Arts & crafts

________ Booktalks

________ Clip art

________ Films/filmstrips

________ Finger plays

________ Flannelboards

________ Games, riddles & puzzles

________ Plays

________ Poems

________ Puppets

________ Records/cassettes

________ Songs

________ Storytimes

________ Other

____

____

B. Number of programs or activities that you conducted:

____

What was the total attendance?__________________________

C. Did you sponsor a film program?________ Yes ________ No

If yes, how many?____________ Total attendance__________

D. Describe briefly what you consider your most successful program?

____

____

____

Approximate attendance__________________________________

E. What other special programs did you sponsor?____________

____

Approximate attendance__________________________________

F. Indicate which library facilities used the storytime planners with their programs:

________ Main library

________ Branch libraries

________ Regional

________ Bookmobile

G. Does your library sponsor a Read-To-Me Program?

________ Yes ________ No

If yes, how does it differ from the regular program?

____

____

____

VIII. OVERALL EVALUATION

A. Were you satisfied in general with the program?

________ Yes ________ No

If no, please explain________________________

____

____

B. Was the manual useful? ________ Yes ________ No

If no, please explain________________________

____

C. Should the storytime planners continue to be a feature of the manual? ________ Yes ________ No

COMMENTS________________________________

____

____

D. Which sections of the manual were most useful?__________

____

E. Are there any sections that you feel should be eliminated?

____

F. What are your suggestions for improving the manual?______

____

IX. READING PROGRAM THEME

A. What theme would you suggest for a future Summer Reading Program?

____

B. What ideas do you have for activities or storytime program planner topics that would complement your suggested theme?

____

____

____

X. LAGNIAPPE

A. What did you use for reading incentives?_______________

____

____

B. Which term do you prefer for the Summer Reading Program?

_______ Club   _______ Program

C. Additional comments: (Attach another page if necessary)

____

____

____

____

____

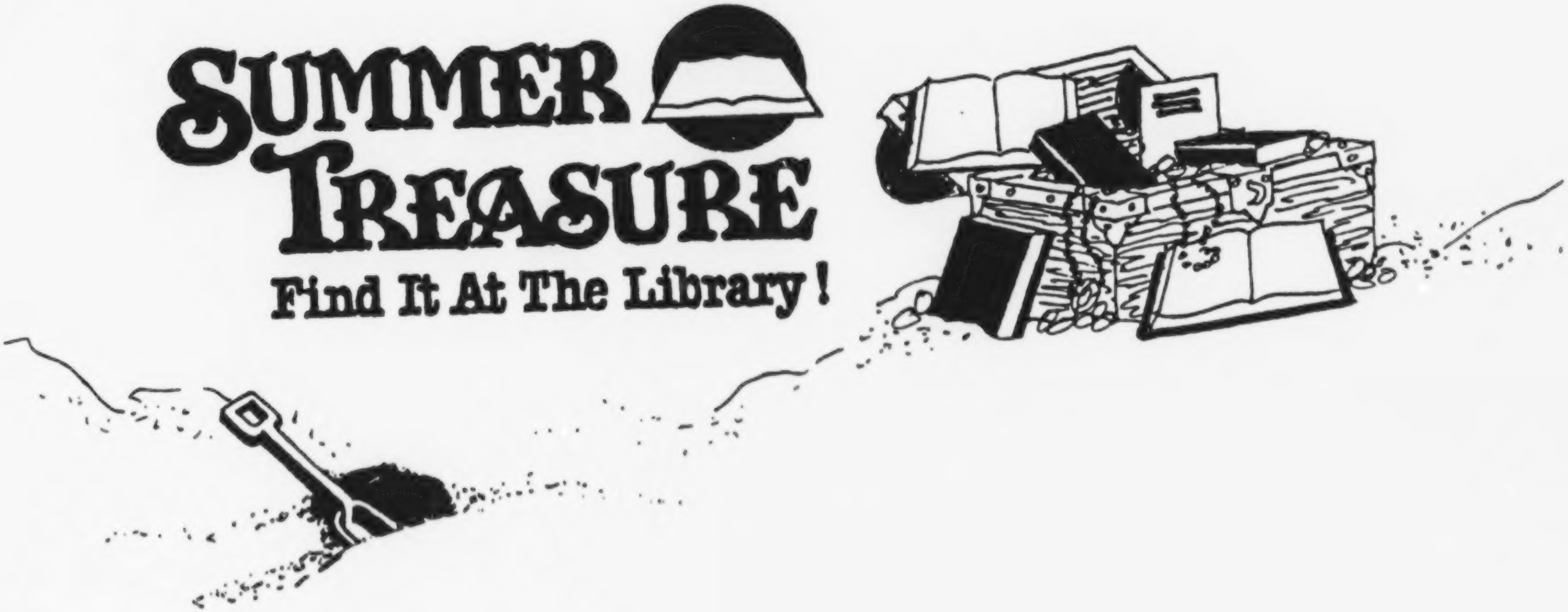
____

____

Thank you for helping us evaluate the 1991 Summer Reading Program. Please return the questionnaire by Friday, September 13, 1991, to:

Gretchen Fairbanks
Library Development
State Library of Louisiana
P.O. Box 131
Baton Rouge, LA 70821

PLANNING CALENDAR

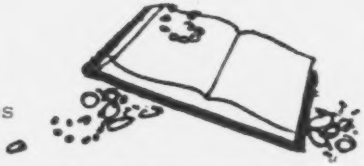
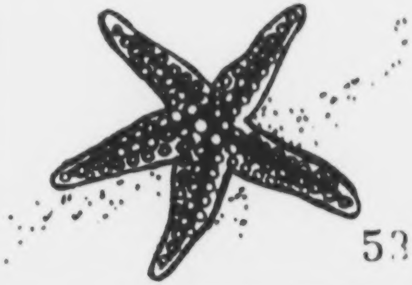

SUMMER TREASURE
Find It At The Library!

530

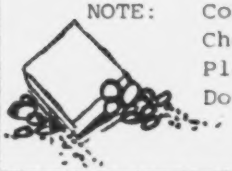
531

466

February 1991

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
NOTE: Order films - have alternates in mind Plan type of programs Select dates and check on other community activities for conflict Order materials from state or other sources 					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

March 1991

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
 NOTE: Contact sources of programs Check for film confirmation Plan decorations for library Do quick inventory of popular titles (Blume, Cleary, etc.) and order more if necessary					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24 31	25	26	27	28	29	30

April 1991

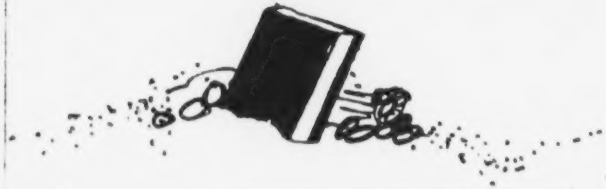
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

NOTE: Plan PR campaign
Contact schools and school librarians
News release of general theme and basics of programs
with pre-registration dates (if any)

May 1991

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
NOTE: Plan school field trips with samples and bookmarks Distribute flyers and posters around town and in library Decorate library Radio release and TV appearances Follow-up check on programs			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

June 1991



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23 30	24	25	26	27	28	29

July 1991

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

Find It At The Library!

August 1991

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
 NOTE: Send SRC Program Evaluation to State Library at end of month 				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

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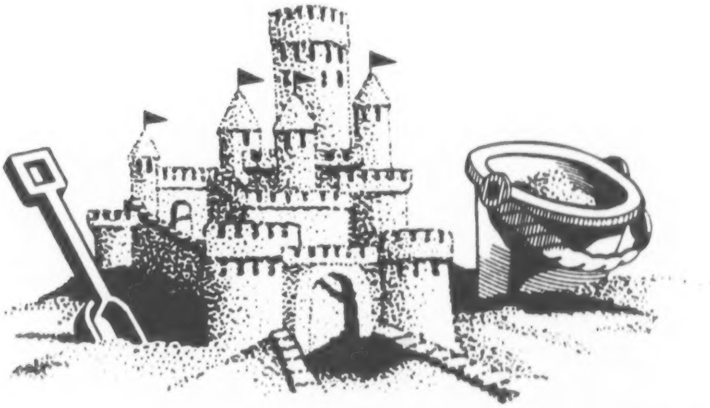
Ocean Treasures

CONSTANCE ANDREA KEREMES

What treasures lie beneath
  the ocean waves?
Do magic creatures dwell
  in secret caves?
I'm sure that there's
  an octopus or two,
And one old whale who
  calls himself Big Blue.
Perhaps a fiddler crab
  plays his sweet tune,
While silv'ry fish blow bubbles
  as they croon.
And when the sea horse
  bows his noble head,
The baby mermaids
  all swim off to bed.



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